

*EPIC UK presents*

*Codex: Eldar*

*An unofficial codex for use with Games Workshop's Epic Armageddon rule set*

Version: 20110110

# Information

## More information about the Eldar

For more information into the background of the Eldar please visit Games Workshop's website.

## Thank you

A big thank you has to go to the EPIC UK committee; without their enthusiasm, for a game that they love, this army book wouldn't be a reality. The wish and will to improve a fantastic tournament war-game, within the UK, has been their only payment.

A big thank you also has to go to Games Workshop; without their imagination, creativeness and support this game would not be around today. A special thank you has to go to Jervis Johnson and all the Fanatic team, both past and present.

Also a big thank you has to go to all the independent EPIC developers, especially the army developers on the Tactical Command internet forum. Without their ideas some of the developments within the book wouldn't have been a reality.

## Pictures

All miniatures photographed within this book are © Games workshop 2003. All rights reserved. Used without permission – models painted by Matt Arnold, David Bartley, Kevin Bott, Steve Gullick, Tim Hunt, Joe Jephson, RichardL, Mark Logue, Tom Roberts.

## Text

All text (including stories) is an unofficial production created by EPIC UK derived, without permission, upon the Warhammer intellectual property owned by Games Workshop Ltd.

## Disclaimer

This book is completely unofficial and in no way endorsed by Games Workshop Limited.

Adeptus Astartes, Battlefleet Gothic, Black Flame, Black Library, the Black Library logo, BL Publishing, Blood Angels, Bloodquest, Blood Bowl, the Blood Bowl logo, The Blood Bowl Spike Device, Cadian, Catachan, the Chaos device, Cityfight, the Chaos logo, Citadel, Citadel Device, City of the Damned, Codex, Daemonhunters, Dark Angels, Dark Eldar, Dark Future, the Double-Headed/Imperial Eagle device, 'Eavy Metal, Eldar, Eldar symbol devices, Epic, Eye of Terror, Fanatic, the Fanatic logo, the Fanatic II logo, Fire Warrior, Forge World, Games Workshop, Games Workshop logo, Genestealer, Golden Demon, Gorkamorka, Great Unclean One, the Hammer of Sigmar logo, Horned Rat logo, Inferno, Inquisitor, the Inquisitor logo, the Inquisitor device, Inquisitor:Conspiracies, Keeper of Secrets, Khemri, Khorne, Kroot, Lord of Change, Marauder, Mordheim, the Mordheim logo, Necromunda, Necromunda stencil logo, Necromunda Plate logo, Necron, Nurgle, Ork, Ork skull devices, Sisters of Battle, Skaven, the Skaven symbol devices, Slaanesh, Space Hulk, Space Marine, Space Marine chapters, Space Marine chapter logos, Talisman, Tau, the Tau caste designations, Tomb Kings, Trio of Warriors, Twin Tailed Comet Logo, Tyranid, Tyrannid, Tzeentch, Ultramarines, Warhammer, Warhammer Historical, Warhammer Online, Warhammer 40k Device, Warhammer World logo, Warmaster, White Dwarf, the White Dwarf logo, and all associated marks, names, races, race insignia, characters, vehicles, locations, units, illustrations and images from the Blood Bowl game, the Warhammer world, the Talisman world, and the Warhammer 40,000 universe are either ®, TM and/or © Copyright Games Workshop Ltd 2000-2008, variably registered in the UK and other countries around the world. Used without permission. No challenge to their status intended. All Rights Reserved to their respective owners.

## Table of Contents

Information.....	2
Biel-Tan.....	5
Special Rules.....	5
Biel-Tan Units.....	6
Eldar Titans.....	14
Eldar Aerospace.....	16
Biel-Tan Army list.....	18
Iyanden.....	21
Special Rules.....	21
Iyanden Units.....	22
Iyanden Army list.....	23
Saim-Hann.....	26
Special Rules.....	26
Saim-Hann Units.....	27
Saim-Hann Army list.....	29
Ulthwé.....	32
Special Rules.....	32
Ulthwé Units.....	33
Ulthwé Army list.....	34
Codex Eldar - How, What and Why.....	36

*Biel-Tan*

# **Biel-Tan**

## **Special Rules**

### **Farsight**

Eldar formations that include a unit with farsight may ignore the -1 Action test penalty when attempting to retain the initiative.

In addition once per turn the Eldar player may attempt to retain the initiative twice in a row (i.e. Allowing the Eldar player to take 3 activations in a row). Any Eldar formation may be selected, including those without a unit with farsight, but at least one unit with farsight must be in play on the battlefield. The formation selected must still carry out an action test with a -1 modifier, unless the selected formation has a unit with farsight.

### **Hit & Run Tactics**

Eldar formations that select an advance or double actions may choose to shoot either before or after each move, but may still only shoot once. If the formation chooses to double the -1 to hit penalty applies even if the shot is taken before moving.

Eldar formations that win an assault may consolidate up to their speed value rather than the normal 5cms.

### **Holofields**

Holofields provide Eldar titans with a 3+ saving throw. This save may always be taken even against weapons with either Macro Weapon or Titan killer abilities. If a titan has reinforced armour it may use its re-roll unless hit by Lance, Macro Weapon or Titan killer attacks but the re-roll must use the titan's armour value. Hits that are saved by the holofield do not generate blast markers.

### **Lance**

When units with reinforced armour are hit by a weapon with the lance ability they do not gain a re-roll.

### **Webway Portals**

Each webway portal selected in an Eldar army allows the player to place up to three formations in reserve. These formations will enter play by activating and moving onto the table through any webway portal during the game, measuring their first move from the position the portal occupies on the battlefield. Each gate may only be used once per turn, and if the formation fails to activate and chooses not to enter play this still counts as using the gate that turn. Only Infantry, Light Vehicles or Armoured Vehicles with the walker ability may use Webway Portals.

### **May not Garrison**

Only Eldar Ranger and War Walker formations are allowed to use the GT Scenario Garrison rule.

### **Spirit Stones**

Formations that purchase the Spirit Stone upgrade gain the Leader ability. It should be noted that this is a formation wide ability and is not tied to any one unit within the formation.

## Biel-Tan Units

### Autarch

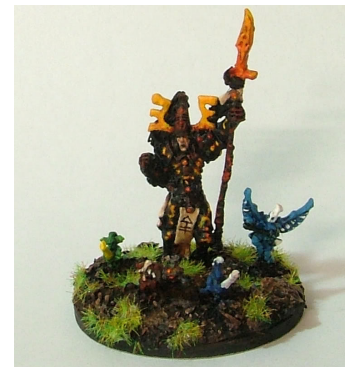
Type	Speed	Armour	Close Combat	Fire Fight
Character	-	-	-	-
Weapon	Range	Firepower	Notes	
Autarch CC Weapon	Base Contact	Assault Weapon	Extra Attack +1, Macro Weapon	
Autarch Ranged Weapon	15cm	Small Arms	Extra Attack +1	



**Notes:** Inspiring, Invulnerable Save, Supreme Commander

### Avatar and Court of the Young King

Type	Speed	Armour	Close Combat	Fire Fight
War Engine	15cm	3+	2+	4+
Weapon	Range	Firepower	Notes	
Court of the Young King	Base Contact	Assault Weapon	Extra Attack +1, Macro Weapon	
Wailing Doom	Base Contact AND 30cm	Assault Weapon MW5+	Extra Attack +1, Macro Weapon	



**Notes:** Damage Capacity 3. Commander, Inspiring, Fearless, Invulnerable Save, Walker

**Critical Hit Effect:** The Avatar is killed. All Eldar formations with a line of sight to the Avatar receive one blast marker

### Exarch

Type	Speed	Armour	Close Combat	Fire Fight
Character	-	-	-	-
Weapon	Range	Firepower	Notes	
Exarch CC Weapon	Base Contact	Assault Weapon	Extra Attack +1	
OR Exarch Ranged Weapon	15cm	Small Arms	Extra Attack +1	



**Notes:** Inspiring. Exarchs gain one weapon as follows: Exarch added to Dire Avengers, Howling Banshees, Striking Scorpions or Shining Spears have an Exarch CC Weapon. Exarch added to Dark Reaper, Fire Dragons, Swooping Hawks or Warp Spiders have and Exarch Ranged Weapon. The Fire Dragon Exarchs extra attack is MW and the Howling Banshee's Exarch extra attack is first strike

### Farseer

Type	Speed	Armour	Close Combat	Fire Fight
Infantry	15cm	4+	4+	5+
Weapon	Range	Firepower	Notes	
Witch Blades	Base Contact	Assault Weapons	Extra Attack +1, Macro Weapon	
Shuriken Pistols	15cm	Small Arms		



**Notes:** Commander, Invulnerable Save, Farsight

### Guardians

Type	Speed	Armour	Close Combat	Fire Fight
Infantry	15cm	-	6+	4+
Weapon	Range	Firepower	Notes	
Shuriken Catapults	15cm	Small Arms		

Notes:



### Heavy Weapon Platform

Type	Speed	Armour	Close Combat	Fire Fight
Infantry	15cm	-	6+	5+
Weapon	Range	Firepower	Notes	
Scatter Laser	30cm	AP5+/AT5+		

Notes:



### Support Platform

Type	Speed	Armour	Close Combat	Fire Fight
Infantry	15cm	-	6+	6+
Weapon	Range	Firepower	Notes	
D-Cannon	30cm	MW5+		

Notes:



### Rangers

Type	Speed	Armour	Close Combat	Fire Fight
Infantry	15cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Shuriken Pistol	15cm	Small Arms		
Long Rifles	30cm	AP5+		

Notes: Scout, Sniper



### Jetbikes

Type	Speed	Armour	Close Combat	Fire Fight
Infantry	35cm	5+	6+	4+
Weapon	Range	Firepower	Notes	
Shuriken Catapults	15cm	Small Arms		

Notes: Mounted, Skimmer



### Vyper

Type	Speed	Armour	Close Combat	Fire Fight
Light Vehicle	35cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Scatter Laser	30cm	AP5+/AT5+		

**Notes:** Skimmer



### War Walker

Type	Speed	Armour	Close Combat	Fire Fight
Light Vehicle	20cm	6+	5+	5+
Weapon	Range	Firepower	Notes	
Scatter Laser	30cm	AP5+/AT5+		
Bright Lance	30cm	AT5+	Lance	

**Notes:** Reinforced Armour, Scout, Walker



### Dire Avengers

Type	Speed	Armour	Close Combat	Fire Fight
Infantry	15cm	5+	5+	4+
Weapon	Range	Firepower	Notes	
Shuriken Catapults	15cm	Small Arms	Extra Attacks +1	

**Notes:**



### Fire Dragons

Type	Speed	Armour	Close Combat	Fire Fight
Infantry	15cm	5+	5+	4+
Weapon	Range	Firepower	Notes	
Fusion Guns	15cm	Small Arms AND MW5+	Macro Weapon	

**Notes:**





### Dark Reapers



Type	Speed	Armour	Close Combat	Fire Fight
Infantry	15cm	5+	6+	3+
Weapon	Range	Firepower	Notes	
Reaper Missile Launchers	45cm	2 x AP5+		

**Notes:**

### Striking Scorpions



Type	Speed	Armour	Close Combat	Fire Fight
Infantry	15cm	4+	4+	5+
Weapon	Range	Firepower	Notes	
Mandiblasters	Base Contact	Assault Weapon	Extra Attack +1	
Shuriken Pistols	15cm	Small Arms		

**Notes:**

### Howling Banshees

Type	Speed	Armour	Close Combat	Fire Fight
Infantry	15cm	5+	2+	5+
Weapon	Range	Firepower	Notes	
Banshee Mask	Base Contact	Assault Weapon	First Strike	
Shuriken Pistols	15cm	Small Arms		

**Notes:**

### Shining Spears



Type	Speed	Armour	Close Combat	Fire Fight
Infantry	35cm	4+	4+	5+
Weapon	Range	Firepower	Notes	
Power Lance	Base Contact	Assault Weapon	Lance	

**Notes:** Mounted, Skimmer

### Swooping Hawks

Type	Speed	Armour	Close Combat	Fire Fight
Infantry	35cm	5+	5+	4+
Weapon	Range	Firepower	Notes	
Lasblasters	15cm	Small Arms		

**Notes:** Jump packs, Scout, Teleport



### Warp Spiders

Type	Speed	Armour	Close Combat	Fire Fight
Infantry	15cm	4+	5+	4+
Weapon	Range	Firepower	Notes	
Death Spinner	15cm	Small Arms		

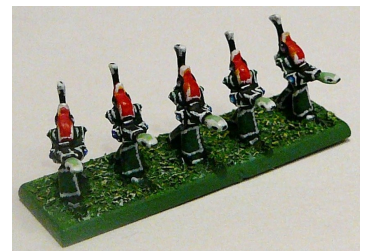
**Notes:** First Strike, Infiltrator, Jump pack



### Wraithguard

Type	Speed	Armour	Close Combat	Fire Fight
Infantry	15cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
Wraithcannon	15cm	Small Arms AND 2 x MW5+	Extra Attack +1, Macro Weapon	

**Notes:** Fearless, Reinforced Armour



### Wraithlord

Type	Speed	Armour	Close Combat	Fire Fight
Armoured Vehicle	15cm	4+	3+	4+
Weapon	Range	Firepower	Notes	
Power Fist	Base Contact	Assault Weapon	Extra Attack +1, Macro Weapon	
Bright Lance	30cm	AT5+	Lance	

**Notes:** Fearless, Reinforced Armour, Walker



### Wave Serpent

Type	Speed	Armour	Close Combat	Fire Fight
Armoured Vehicle	35cm	5+	6+	4+
Weapon	Range	Firepower	Notes	
Twin Shuriken Cannon	30cm	AP4+		



**Notes:** Reinforced Armour, Skimmer, Transport (May carry two of the following units: Farseer, Guardian, Striking Scorpion, Howling Banshee, Fire Dragon, Dire Avenger, Dark Reaper, Swooping Hawk)

### Falcon

Type	Speed	Armour	Close Combat	Fire Fight
Armoured Vehicle	35cm	5+	6+	4+
Weapon	Range	Firepower	Notes	
Scatter Laser	30cm	AP5+/AT5+		
Falcon Pulse Laser	45cm	2 x AT4+		



**Notes:** Skimmer, Transport (May carry one of the following units: Farseer, Guardian, Striking Scorpion, Howling Banshee, Fire Dragon, Dire Avenger, Dark Reaper, Swooping Hawk)

### Fire Prism

Type	Speed	Armour	Close Combat	Fire Fight
Armoured Vehicle	35cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Prism Cannon	75cm	AP4+/AT4+/AA5+	Lance	



**Notes:** Skimmer

### Night Spinner

Type	Speed	Armour	Close Combat	Fire Fight
Armoured Vehicle	35cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Night Spinner	45cm	1 BP	Disrupt, Indirect Fire	



**Notes:** Skimmer

### Firestorm

Type	Speed	Armour	Close Combat	Fire Fight
Armoured Vehicle	35cm	5+	6+	4+
Weapon	Range	Firepower	Notes	
Firestorm Battery	45cm	2 x AP5+/AT5+/AA4+		

**Notes:** Skimmer



### Scorpion

Type	Speed	Armour	Close Combat	Fire Fight
War Engine	25cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Shuriken Catapult	30cm	AP5+		
Scorpion Twin Pulsar	75cm	2 x MW2+		

**Notes:** Damage Capacity 3, Reinforced Armour, Skimmer

**Critical Hit Effect:** Scorpion is destroyed. Units within 5cm are hit on a 6+

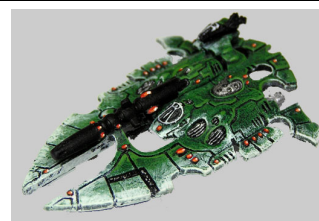


### Cobra

Type	Speed	Armour	Close Combat	Fire Fight
War Engine	25cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Shuriken Cannon	30cm	AP5+		
Cobra D Cannon	30cm	2 BP	Ignore Cover, Titan Killer ( D3+1), Fixed Forward Arc	
Eldar Missile Launcher	45cm	AP5+/AT6+/AA6+		

**Notes:** Damage Capacity 3, Reinforced Armour, Skimmer

**Critical Hit Effect:** Cobra is destroyed. Units within 5cms are hit on a 6+

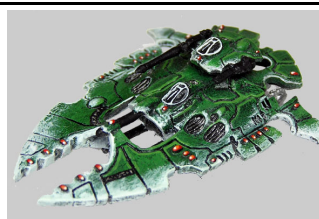


### Storm Serpent

Type	Speed	Armour	Close Combat	Fire Fight
War Engine	25cm	5+	6+	4+
Weapon	Range	Firepower	Notes	
Scatter Laser	30cm	AP5+/AT5+		
Storm Serpent Pulse Laser	45cm	2 x AT3+		

**Notes:** Damage Capacity 3, Reinforced Armour, Skimmer, Webway Portal

**Critical Hit Effect:** Storm Serpent is destroyed. Units within 5cms are hit on a 6+



### Void Spinner

Type	Speed	Armour	Close Combat	Fire Fight
War Engine	25cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Void Spinner Array	60cm	3 BP	Disrupt, Indirect Fire	

**Notes:** Damage Capacity 3, Reinforced Armour, Skimmer

**Critical Hit Effect:** Void Spinner is destroyed. Units within 5cms are hit on a 6+



# Biel-Tan Titans

## Eldar Titan units

### Special Rules

#### Holofields –

Holofields provide Eldar titans with a 3+ saving throw what can be used against any hits, including Titan Killer hits and any hits in an engagement. Against Titan Killer hits make a single save rather than a save per point of damage caused. If a unit with a holofield also has reinforced armour it is allowed its reroll, but will use the units save value, unless hit by lance, Macro Weapon or Titan Killer weapons. No blast markers are placed for hits saved by a holofield.


Warlock Titan

Type	Speed	Armour	Close Combat	Fire Fight
War Engine	25cm	5+	3+	3+

Weapon	Range	Firepower	Notes
0-1 Power Fist	Base Contact OR 15cm AND 30cm	Assault Weapon Small Arms 6 x AP4+/AT4+	Extra Attack +2, Titan Killer (D3) Extra Attack +3
1 Psychic Lance	15cm AND 30cm	Small Arms 3BP	Extra Attack +2, Ignore Cover, Titan Killer (D3) Disrupt, Ignore Cover, Titan Killer (D3)
2 x Twin Eldar Missile Launchers	45cm	AP4+/AT5+/AA5+	
0-1 Titan Pulsar	75cm	2 x MW3+	Titan Killer (1)

**Notes:** Damage Capacity 6, Commander, Farsight, Fearless, Holofields, Inspiring, Leader, Reinforced Armour, Walker. May be armed with either 1 Power Fist or Titan Pulsar and 1 Psychic Lance

**Critical Hit Effect:** Holofields are destroyed. Additional critical hits cause an additional point of damage




Phantom Titan

Type	Speed	Armour	Close Combat	Fire Fight
War Engine	25cm	5+	3+	3+

Weapon	Range	Firepower	Notes
0-1 Power Fist	Base Contact OR 15cm AND 30cm	Assault Weapon Small Arms 6 x AP4+/AT4+	Extra Attack +2, Titan Killer (D3) Extra Attack +3
2 x Twin Eldar Missile Launchers	45cm	AP4+/AT5+/AA5+	
1-2 Titan Pulsar	75cm	2 x MW3+	Titan Killer (1)

**Notes:** Damage Capacity 6, Fearless, Holofields, Leader, Reinforced Armour, Walker. May be armed with either 1 Power Fist and 1 Titan Pulsar or 2 Titan Pulsars

**Critical Hit Effect:** Holofields are destroyed. Additional critical hits cause an additional point of damage



## Revenant Titan



Type	Speed	Armour	Close Combat	Fire Fight
War Engine	35cm	5+	4+	4+
Weapon	Range	Firepower	Notes	
2 x Revenant Pulse Lasers	45cm	2 x MW3+		
2 x Eldar Missile Launcher	45cm	AP5+/AT6+/AA6+		

**Notes:** Damage Capacity 3, Fearless, Holofields, Jump Pack, Walker.

**Critical Hit Effect:** Holofields are destroyed. Additional critical hits cause an additional point of damage



# Eldar Aerospace

## Eldar Aerospace Units

### Nightwing Interceptor

Type	Speed	Armour	Close Combat	Fire Fight
Aircraft	Fighter	4+	-	-
Weapon	Range	Firepower	Notes	
Twin Shuriken Cannon	30cm	AP4+/AA5+	Fixed Forward Arc	
Twin Bright Lance	30cm	AT4+/AA5+	Lance, Fixed Forward Arc	



**Notes:**

### Phoenix Bomber

Type	Speed	Armour	Close Combat	Fire Fight
Aircraft	Fighter Bomber	5+	-	-
Weapon	Range	Firepower	Notes	
Night Spinner	15cm	1BP	Disrupt, Fixed Forward Arc	
Twin Shuriken Cannon	30cm	AP4+/AA5+	Fixed Forward Arc	
Phoenix Pulse Laser	45cm	2 x AT4+	Fixed Forward Arc	



**Notes:** Reinforced Armour

### Vampire Raider

Type	Speed	Armour	Close Combat	Fire Fight
Aircraft	Bomber	5+	-	-
Weapon	Range	Firepower	Notes	
Scatter Laser	30cm	AP5+/AT5+/AA5+	Fixed Forward Arc	
2 x Vampire Pulse Laser	45cm	2 x AT4+	Fixed Forward Arc	

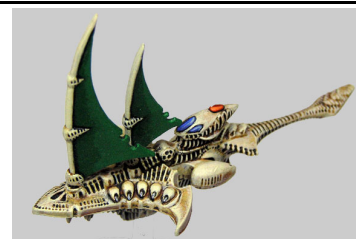


**Notes:** Damage Capacity 2. Planetfall, Reinforced Armour, Transport (May carry up to eight of the following units:- Farseer, Guardian, Striking Scorpion, Howling Banshee, Fire Dragon, Swooping Hawk, Dark Reaper, Warp Spider, Heavy Weapon Platforms, Support Weapon Platforms, Wraithguard, Rangers)

**Critical Hit Effect:** Vampire is destroyed



### Wraithship



Type	Speed	Armour	Close Combat	Fire Fight
Spaceship	-	-	-	-
Weapon	Range	Firepower	Notes	
Orbital Bombardment	n/a	4BP	Macro Weapon	
OR				
Pin-point Attack	n/a	MW2+	Titan Killer (D3)	

**Notes:** Decide which weapon system will be used when deciding which turn the spaceship will arrive and write it down.

### Dragonship



Type	Speed	Armour	Close Combat	Fire Fight
Spaceship	-	-	-	-
Weapon	Range	Firepower	Notes	
Orbital Bombardment	n/a	8BP	Macro Weapon	
OR				
2 x Pin-point Attack	n/a	MW2+	Titan Killer (D3)	

**Notes:** Decide which weapon system will be used when deciding which turn the spaceship will arrive and write it down.

**Transport:** Up to 12 Vampire Raiders and any units that can be transported within them.

## Biel-Tan Army List

Biel-Tan armies have a strategy rating of 4. Biel-Tan formations have initiative 2+ except for Avatar, Aspect Warriors and Titans, which have initiative 1+.

### Using the army List

For every host taken you may select three Troupe formations.

A maximum of up to a third of the points available maybe spent on formations from the Eldar Spacecraft, Aircraft and Titan section.

Biel-Tan Host			
Detachment	Units	Upgrades	Points Cost
Aspect Warrior Warhost	Eight Aspect Warrior units chosen from the following: Dark Reapers, Dire Avengers, Fire Dragons, Howling Banshees, Shining Spears, Striking Scorpions, Swooping Hawks, Warp Spiders	Autarch, Exarch, Aspect Transport	300
Guardian Warhost	One Farseer unit and Seven Guardian units	Support Weapon Platforms, Wraithlord, Wraithguard OR Guardian Transport Up to three Guardian units may be replaced by Heavy Weapon Platforms at no cost.	150

Biel-Tan Individuals			
Detachment	Units	Upgrades/Notes	Points Cost
0-1 Avatar	One Avatar & Court of the Young King	The Avatar starts the game off table. Before rolling for initiative the avatar can be setup with 15cm of any Far-seer (or unit noted as able to summon the avatar). In the end phase of this turn the avatar is removed from play before objectives are checked. The avatar may not return to play.	Free
0-1 Wraithgate	One Wraithgate webway.	The Eldar player chooses to replace one of the objective markers in their table half. This happens after the last objective is placed.	50

Biel-Tan Troupes			
Detachment	Units	Upgrades	Points Cost
Engine of Vault Troupe	Up to three of the following war engines in any combination: Cobra, Scorpion, Storm Serpent, Void spinner	Spirit Stones	250 each
Falcon Troupe	Five Falcon units	Firestorm, Spirit Stones	250
Fire Prism Troupe	Three Fire Prism units	Spirit Stones	250
Night Spinner Troupe	Three Night Spinner units	Spirit Stones	175
Ranger Troupe	Between Four and Eight Ranger units	None	25 each
War Walker Troupe	Six War Walker units	Spirit Stones	200
Windrider Troupe	Six Jetbike units	Vyper, Spirit Stones	200

Biel-Tan Upgrades		
Detachment	Units	Points Cost
Aspect Transport	Enough Falcon units or Wave Serpent units to carry allowed aspect units in the formation exactly. No empty transport spaces are allowed.	65 per Falcon 50 per Wave Serpent
0-1 Autarch	One Autarch character. If selected the Autarch counts as one of the two Exarch that a formation may select	75
Exarch	Up to two Exarch Characters	25 each
Guardian Transport	Four Wave Serpent units	200
Firestorm	Replace up to two Falcons units with Firestorm units	0
Vyper	Replace any number of Jetbike units with Vyper units	0
Support Weapon Platforms	Three Support Weapon Platform units	50
Spirit Stones	Grants the formation the leader ability	25
Wraithlord	Three Wraithlord units	175
Wraithguard	Three Wraithguard units	150

Eldar Spacecraft, Aircraft and Titans		
Detachment	Units	Points Cost
0-1 Eldar Spacecraft	1 Wraithship OR 1 Dragonship	150 300
Night Wings	Three Nightwing Interceptors	300
Phoenix Bombers	Three Phoenix Bombers	350
Vampire	One Vampire Raider	200
0-1 Warlock Titan	One Warlock Titan	850
Phantom Titan	One Phantom Titan	750
Revenants	Two Revenant Titans	650

*lyanden*

## **Iyanden**

### **Special Rules**

#### **Farsight**

See page 5.

#### **Hit & Run Tactics**

See page 5.

#### **Holofields**

See page 5.

#### **Lance**

See page 5.

#### **Webway Portals**

See page 5.

#### **May not Garrison**

See page 5.

#### **Spirit Stones**

See page 5.

## Iyanden Units

### Spiritseer

Type	Speed	Armour	Close Combat	Fire Fight
Character	-	-	-	-
Weapon	Range	Firepower	Notes	
Witch Blades	Base Contact	Assault Weapon	Extra Attack +1, Macro Weapon	

**Notes:** Commander, Farsight



### Wraithseer

Type	Speed	Armour	Close Combat	Fire Fight
Character	-	-	-	-
Weapon	Range	Firepower	Notes	
Singing Spear	Base Contact AND 15cm	Assault Weapon Small Arms	Extra Attack +1, Macro Weapon Extra Attack +1, Macro Weapon	

**Notes:** Farsight, Supreme Commander. Wraithseer can summon the Avatar



### Avatar

Type	Speed	Armour	Close Combat	Fire Fight
War Engine	15cm	3+	2+	5+
Weapon	Range	Firepower	Notes	
Wailing Doom	Base Contact AND 30cm	Assault Weapon MW5+	Extra Attack +1, Macro Weapon	

**Notes:** Damage Capacity 3. Commander, Inspiring, Fearless, Invulnerable Save, Walker

**Critical Hit Effect:** The Avatar is killed. All Eldar formations with a line of sight to the Avatar receive one blast marker



## Iyanden Army List

Iyanden armies have a strategy rating of 4. Iyanden formations have initiative 2+ except for Avatar, Aspect Warriors and Titans, which have initiative 1+.

### Using the army List

For each Spirit host selected you may take any two troupes with the following restrictions:-

The total number of Aspect troupes AND Guardian Hosts may not exceed the number of Spirit Hosts selected.

The total number of Ranger troupes may not exceed the number of Spirit Hosts selected

The total number of Windrider troupes may not exceed the number of Spirit Hosts selected

A maximum of a third of the points available may be spent on formations from the Eldar Spaceship, Aircraft and Titan section.

Iyanden Host			
Detachment	Units	Upgrades	Points Cost
Spirit Host	One Spiritseer and six Wraithguard units	Wraithseer, Wraithlord OR Spirit host transport	350
Guardian Warhost	One Farseer unit Four Guardian units and three Heavy weapon platform units	Support Weapon Platforms, Wraithlord, Wraithguard OR Guardian Transport	150

Iyanden Individuals			
Detachment	Units	Upgrades	Points Cost
0-1 Avatar	One Avatar	The Avatar starts the game off table. Before rolling for initiative the avatar can be setup with 15cm of any Farseer (or unit noted as able to summon the avatar). In the end phase of this turn the avatar is removed from play before objectives are checked. The avatar may not return to play.	Free
0-1 Wraithgate	One Wraithgate webway	The Eldar player chooses to replace one of the objective markers in their table half. This happens after the last objective is placed.	50

Iyanden Troupes			
Detachment	Units	Upgrades	Points Cost
Engine of Vault Troupe	Up to three of the following war engines in any combination: Cobra, Scorpion, Storm Serpent	Spirit Stones	250 each
Falcon Troupe	Five Falcon units	Firestorm, Spirit Stones	250
Aspect Troupe	Six of any Aspect Warrior in any combination	Exarch, Aspect Transport	250
Fire Prism Troupe	Three Fire Prism units	Spirit Stones	250
Night Spinner Troupe	Three Night Spinner units	Spirit Stones	175
Ranger Troupe	Between Four and Eight Ranger units	None	25 each
War Walker Troupe	Six War Walker units	Spirit Stones	200
Spirit Troupe	Six Wraithlord units	None	350
Windrider Troupe	Six Jetbike units	Vyper, Spirit Stones	200

Iyanden Upgrades		
Detachment	Units	Points Cost
Aspect Transport	Enough Falcon units or Wave Serpent units to carry allowed aspect units in the formation exactly. No empty transport spaces are allowed.	65 per Falcon 50 per Wave Serpent
Spirit Host Transport	Six Wave Serpents	300
Guardian Transport	Four Wave Serpents	200
0-1 Wraithseer	Replace one Spiritseer character with one Wraithseer character upgrade	100
Exarch	Add one Exarch Characters	25
Guardian Transport	Four Wave Serpent units	200
Firestorm	Replace up to two Falcons units with Firestorm units	0
Vyper	Replace any number of Jetbike units with Vyper units	0
Support Weapon Platforms	Three Support Weapon Platform units	50
Spirit Stones	Grants the formation the leader ability	25
Wraithlord	Three Wraithlord units	175
Wraithguard	Three Wraithguard units	150

Eldar Spacecraft, Aircraft and Titans		
Detachment	Units	Points Cost
0-1 Eldar Spacecraft	1 Wraithship OR 1 Dragonship	150 300
Night Wings	Three Nightwing Interceptors	300
Phoenix Bombers	Three Phoenix Bombers	350
Vampire	One Vampire Raider	200
0-1 Warlock Titan	One Warlock Titan	850
Phantom Titan	One Phantom Titan	750
Revenants	Two Revenant Titans	650



*Saim-Hann*

## **Saim-Hann**

### **Special Rules**

#### **Farsight**

See page 5.

#### **Hit & Run Tactics**

See page 5.

#### **Holofields**

See page 5.

#### **Lance**

See page 5.

#### **Webway Portals**

See page 5.

#### **May not Garrison**

See page 5.

#### **Spirit Stones**

See page 5.

## Saim-Hann Units

### Wild Rider Chieftain

Type	Speed	Armour	Close Combat	Fire Fight
Character	-	-	-	-
Weapon	Range	Firepower	Notes	
Eldar Power Weapon	Base Contact	Assault Weapon	Extra Attack +1, Macro Weapon	

**Notes:** Inspiring, Invulnerable Save, Supreme Commander



### Mounted Farseer

Type	Speed	Armour	Close Combat	Fire Fight
Infantry	35cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
Witch Blades	Base Contact	Assault Weapon	Extra Attack +1, Macro Weapon	
Shuriken Catapults	15cm	Small Arms		

**Notes:** Commander, Farsight, Invulnerable Save, Mounted, Skimmer. Mounted Farseer may summon the Avatar



### Wild Riders

Type	Speed	Armour	Close Combat	Fire Fight
Infantry	35cm	5+	5+	4+
Weapon	Range	Firepower	Notes	
Eldar Close Combat Weapon	Base Contact	Assault Weapon		
Shuriken Catapults	15cm	Small Arms		

**Notes:** Mounted, Skimmer



### Vampire Hunter

Type	Speed	Armour	Close Combat	Fire Fight
War Engine	Bomber	5+		
Weapon	Range	Firepower	Notes	
Hunter Twin Pulsar	30cm	2 x MW2+	Fixed Forward Arc	
Scatter Laser	30cm	AP5+/AT5+/AA5+	Fixed Forward Arc	
Twin Eldar Missile Launcher	45cm	AP4+/AT5+/AA5+	Fixed Forward Arc	

**Notes:** Damage Capacity 2. Reinforced Armour

**Critical Hit Effect:** Vampire Hunter is destroyed



## Avatar

Type	Speed	Armour	Close Combat	Fire Fight
War Engine	15cm	3+	2+	5+

Weapon	Range	Firepower	Notes
Wailing Doom	Base Contact AND 30cm	Assault Weapon MW5+	Extra Attack +1, Macro Weapon

**Notes:** Damage Capacity 3. Commander, Inspiring, Fearless, Invulnerable Save, Walker

**Critical Hit Effect:** The Avatar is killed. All Eldar formations with a line of sight to the Avatar receive one blast marker



## Saim-Hann Army List

Saim-Hann armies have a strategy rating of 4. Saim-Hann formations have initiative 2+ except for Avatar, Aspect Warriors and Titans, which have initiative 1+.

### Using the army List

For every host taken you may select two Troupes formations. A maximum of a third of the points available may be spent on formations from the Eldar Spaceship, Aircraft and Titan section.

Saim-Hann Host			
Detachment	Units	Upgrades	Points Cost
Wild Rider Warhost	Nine Wild Rider Units	Vypers, Wild Riders, Mounted Farseer, Wild Rider Chief-tain	325
Aspect Warrior Host (One per Wild Rider Warhost)	Eight Aspect Warrior units from the following:- Shining Spears, Swooping Hawks	Exarch	300

Saim-Hann Individuals			
Detachment	Units	Upgrades	Points Cost
0-1 Avatar	One Avatar	The Avatar starts the game off table. Before rolling for initiative the avatar can be setup with 15cm of any Far-seer (or unit noted as able to summon the avatar). In the end phase of this turn the avatar is removed from play before objectives are checked. The avatar may not return	Free
0-1 Wraithgate	One Wraithgate webway	The Eldar player chooses to replace one of the objective markers in their table half. This happens after the last objective is placed.	50

Saim-Hann Troupes			
Detachment	Units	Upgrades	Points Cost
Engine of Vault Troupe	Up to three of the following war engines in any combination: Cobra, Scorpion, Storm Serpent	Spirit Stones	250 each
Falcon Troupe	Five Falcon units	Firestorm, Spirit Stones	250
Mounted Aspect Troupe	Six Aspect Warrior from the following:- Dire Avengers, Striking Scorpions, Howling Banshees, Fire Dragons, Dark Reapers and three Wave Serpents	Exarch, Falcons	400
Fire Prism Troupe	Three Fire Prism units	Spirit Stones	250
Night Spinner Troupe	Three Night Spinner units	Spirit Stones	175
Ranger Troupe	Between Four and Eight Ranger units	None	25 each
War Walker Troupe	Six War Walker units	Spirit Stones	200

Saim-Hann Upgrades		
Detachment	Units	Points Cost
Exarch	Add one Exarch Character	25
0-1 Wild Rider Chieftain	Add one Wild Rider Chieftain to a Wild Rider unit	50
Firestorm	Replace up to two Falcons units with Firestorm units	0
Vyper	Replace up to six wild rider units with Vyper units	0
Spirit Stones	Grants the formation the leader ability	25
Falcons	Replace one Wave Serpent with two Falcons	75
Wild Rider	Three Wild Rider units	100
Mounted Farseer	Add One Mounted Farseer	75

Eldar Spacecraft, Aircraft and Titans		
Detachment	Units	Points Cost
0-1 Eldar Spacecraft	1 Wraithship	150
	OR 1 Dragonship	300
Night Wings	Three Nightwing Interceptors	300
Phoenix Bombers	Three Phoenix Bombers	350
Vampire	One Vampire Hunter	225
Revenants	Two Revenant Titans	650

*Althwé*

## **Ulthwé**

### **Special Rules**

#### **Farsight**

See page 5.

#### **Hit & Run Tactics**

See page 5.

#### **Holofields**

See page 5.

#### **Lance**

See page 5.

#### **Webway Portals**

See page 5.

#### **May not Garrison**

See page 5.

#### **Spirit Stones**

See page 5.



## Ulthwé Units

### Seer Council



Type	Speed	Armour	Close Combat	Fire Fight
Infantry	15cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
Witch Blade Eldar Psychic Powers	Base Contact 15cm	Assault Weapon Small Arms	Extra Attack +1, Macro Weapon Extra Attack +1, Macro Weapon	

**Notes:** Farsight, Invulnerable Save, Supreme Commander. The Seer Council can summon the Avatar

### Avatar



Type	Speed	Armour	Close Combat	Fire Fight
War Engine	15cm	3+	2+	5+
Weapon	Range	Firepower	Notes	
Wailing Doom	Base Contact AND 30cm	Assault Weapon MW5+	Extra Attack +1, Macro Weapon	

**Notes:** Damage Capacity 3. Commander, Inspiring, Fearless, Invulnerable Save, Walker

**Critical Hit Effect:** The Avatar is killed. All Eldar formations with a line of sight to the Avatar receive one blast marker

## Ulthwé Army List

Ulthwé armies have a strategy rating of 5. Ulthwé formations have initiative 2+ except for Avatar, Aspect Warriors and Titans, which have initiative 1+.

### Using the army List

For every host taken you may select two Troupes formations.

A maximum of a third of the points available may be spent on formations from the Eldar Spaceship, Aircraft and Titan section.

Ulthwé Host			
Detachment	Units	Upgrades	Points Cost
Black Guardian Host	Two Farseer Units and Six Guardian units	Support Weapon Platforms, Wraithlord, Wraithguard OR Guardian Transport Up to three Guardian units may be replaced by Heavy Weapon Platforms at no cost.	175

Ulthwé Individuals			
Detachment	Units	Upgrades	Points Cost
0-1 Avatar	One Avatar	The Avatar starts the game off table. Before rolling for initiative the avatar can be setup with 15cm of any Far-seer (or unit noted as able to summon the avatar). In the end phase of this turn the avatar is removed from play before objectives are checked. The avatar may not return	Free
0-1 Seer Council	Replace one Farseer unit with a Seer Council unit	None	100
0-1 Wraithgate	One Wraithgate webway	The Eldar player chooses to replace one of the objective markers in their table half. This happens after the last objective is placed.	50

Ulthwé Troupes			
Detachment	Units	Upgrades	Points Cost
Engine of Vault Troupe	Up to three of the following war engines in any combination: Cobra, Scorpion, Storm Serpent	Spirit Stones	250 each
Falcon Troupe	Five Falcon units	Firestorm, Spirit Stones	250
Aspect Troupe	Six Aspect Warriors	Exarch, Aspect Transport	250
Fire Prism Troupe	Three Fire Prism units	Spirit Stones	250
Night Spinner Troupe	Three Night Spinner units	Spirit Stones	175
Ranger Troupe	Between Four and Eight Ranger units	None	25 each
War Walker Troupe	Six War Walker units	Spirit Stones	200
Windrider Troupe	Six Jetbike units	Vyper, Spirit Stones	200

Ulthwé Upgrades		
Detachment	Units	Points Cost
Aspect Transport	Enough Falcon units or Wave Serpent units to carry allowed aspect units in the formation exactly. No empty transport spaces are allowed.	65 per Falcon 50 per Wave Serpent
Exarch	Add one Exarch Character	25
Guardian Transport	Four Wave Serpent units	200
Firestorm	Replace up to two Falcons units with Firestorm units	0
Vyper	Replace any number of Jetbike units with Vyper units	0
Support Weapon Platforms	Three Support Weapon Platform units	50
Spirit Stones	Grants the formation the leader ability	25
Wraithlord	Three Wraithlord units	175
Wraithguard	Three Wraithguard units	150

Eldar Spacecraft, Aircraft and Titans		
Detachment	Units	Points Cost
0-1 Eldar Spacecraft	1 Wraithship OR 1 Dragonship	150 300
Night Wings	Three Nightwing Interceptors	300
Phoenix Bombers	Three Phoenix Bombers	350
Vampire	One Vampire Raider	200
0-1 Warlock Titan	One Warlock Titan	850
Phantom Titan	One Phantom Titan	750
Revenants	Two Revenant Titans	650

## EPIC UK Eldar - What, How and Why

So you've just finished reading through the new EPIC UK Eldar codex, however you have some questions; what has EPIC UK done? How have you done it and why? Well this part of the army book is here to help you out! Below you will hopefully find out what was in the EPIC UK team's head when we designed each of the new Eldar army lists and why we made the changes we did to the Biel-Tan list.

### The Biel-Tan army list

So what changes have we made to the Biel-Tan list, firstly we reintroduced the option of **Spirit Stones** back into the list which had been removed in the 2008 review. However instead of a blanket special rule it now has to be purchased as an upgrade, allowing it to be focused on the small and fragile support formations it was originally intended for.

The **Scorpion Super Heavy Grav Tank** had also suffered with the change to the pulse rule which had reduced its effective fire power. It no longer competed with other support choices in the Eldar list and also lacked any real utility when compared to the excellent Falcons. Some options we considered were changing its shuriken cannon to an Eldar missile launcher (didn't fit the model or really solve the problem) or more radically upping its rate of fire from 2 to 3 shots (which proved too powerful), but in the end we decided to go with a range increase on the main weapon to 75 cm.

**Howling Banshee Aspect Warriors** have proven the weakest of the aspect warriors over the years and had virtually disappeared from tournament games so to address this the CC value was increased from 3+ to 2+ and a note was also added to the **Exarch** character entry that when added to a **Howling Banshee Aspect Warrior** unit its extra attack also gained the First Strike ability.

Another fairly iconic formation that was rarely seen was the **Phoenix Bomber**, again a number of options were discussed for these mostly revolving around different weapon configurations but in the end it was decided to keep it simple and decrease the formations cost from 400 to 350 points.

Other changes made to address some minor balance concerns were to remove Scout from **Warp Spider Aspect Warriors** (Seen as one of the most powerful aspect choices) and also reduce the armour save of **Eldar Jetbikes** from 4 to 5+ (Not inherently overpowered although with a potential to be spammed – this change was more to reintroduce an Eldar feel to the formation and means a degree of care is required in their use, it also makes the Vyper a better choice with its 4+ armour).

### The Iyanden army list

Once the largest and most powerful of craftworlds, a devastating attack by the Tyranids has left Iyanden shattered and a place where the dead outnumber the living. To represent this, the army has a number of restrictions on the formations it may take.

Firstly armies of Iyanden are limited to two support troupes for each **Spirit Host** or **Guardian Warhost** taken as a core choice. But even with this tighter restriction other limitations apply. The dead now form the bulk of Iyanden's armies in the form of the **Spirit Hosts**, silent ranks of deadly **Wraithguard**.

Because of this no more than a single **Guardian Warhost** or **Aspect Troupe** (the large **Aspect Warhosts** of Biel-Tan are replaced by the smaller six unit **Aspect Troupes** in the Iyanden list) may be taken for each **Spirit Host** in the army, in addition you may not have more **Ranger** or **Windrider Troupes** than **Spirit Hosts**.

Alongside these restrictions the army also loses access to the Biel-Tan specific **Void Spinner** and the **Avatar** loses the attendant court of the young king. The **Autarch** is also replaced by a more suitable army commander in the form of a powerful **Wraithseer**.

To make up for this the armies of Iyanden gain the powerful **Spirit Host** as a core choice, formed of six **Wraithguard** units and a **Spiritseer** character. As well as the option of a support Spirit Troupe composed of six **Wraithlords**.

These powerful and extremely tough formations means Iyanden plays very differently to other Eldar armies relying on an initial hopefully devastating attack using **Storm Serpent** or **Vampire** deployed **Spirit Hosts** to make up for a lack of numbers, speed and flexibility.

## The Saim-Hann army list

Although a large craftworld like Saim-Hann might have access to almost all the Eldar support options it was decided that this list would represent a fast moving raider style of army dominated by the large jetbike formations of the **Wild Rider Warhosts**.

Because of this, support troupes have been limited to a maximum of two per Warhost and the heavier and slower (relatively) choices represented by the large **Phantom** and **Warlock Titans** have been removed from the list. Although **Rangers** and **War Walkers** are slow it was decided to leave them in the list to represent a forward scouting element to the larger raiding force. At the same time aspect warriors other than the speedy **Swooping Hawks** and **Shining Spears** have been moved to a mechanised support troupe.

**Guardians** are also removed from the list as they are assumed to be part of the **Wild Rider Warhosts** and the **Void Spinner** is removed as this is only commonly available to Biel-Tan.

In the Saim-Hann list the **Autarch** of Biel-Tan is replaced by the **Wild Rider Chieftain**, leader of a powerful Wild Rider clan. Also the **Avatar** loses its attendant court of the young king.

The list gains a core choice of the **Wind Rider Warhost** composed of nine **Saim-Hann Wild Rider jetbike** units. It also gains access to a **Mounted Farseer** unit who can add Farsight and the ability to summon the Avatar to these powerful and mobile formations.

Also available to Saim-Hann is the **Vampire Hunter** which replaces the standard **Vampire Raider**, it is a heavily armed variant of this deadly aircraft that can be used to support the fast moving jetbikes with its twin pulsar and missile launchers.

## The Ulthwé army list

Ulthwé is renowned for its great number of Seers and also the Black Guardians that form the bulk of its armies. Because of this, it was decided to again impose a limitation of two troupes for each core **Black Guardian Host** to keep the focus of the list strongly on these. The composition of the **Black Guardian Host** was also changed slightly from the **Guardian Warhosts** of other craftworlds with the inclusion of a second **Farseer** unit and a slight cost increase to 175 points was introduced to account for this and other advantages.

The large **Aspect Warhosts** of Biel-Tan were replaced by the support choice of an **Aspect Troupe** and the **Autarch** was replaced by the Iconic **Seer Council** of Ulthwé. The **Avatar** again loses the Biel-Tan specific attendant Court of the Young King.

The main change to Ulthwé was an increase in strategy rating from the Eldar standard of 4 to 5 which represents the abilities of its Seers to predict the future. This is a powerful boost when combined with the deadly rolling assaults and multiple retains of an Eldar army, but Ulthwé must use these strengths to make up for a lack of flexibility and the generally fragile core of its **Black Guardian Hosts**.

Well I hope this answers your questions of What, How and Why. If not please send the EPIC UK team an email and we will try to answer your query as best we can.

Thank you

The EPIC UK Team