

Craftworld Eldar Forcelist



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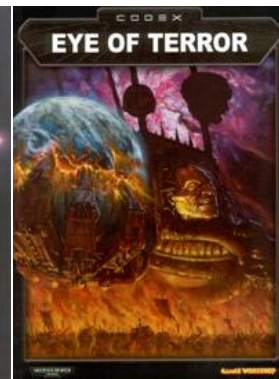
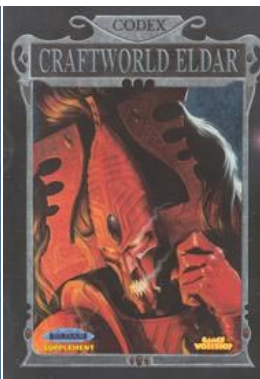
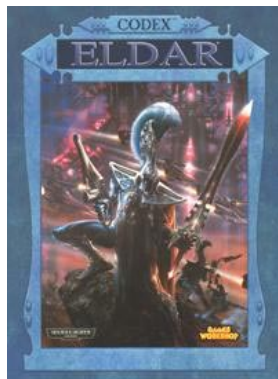
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CRAFTWORLD ELDAR FORCE LIST



The following conversions are based on *Codex: Eldar* (with thanks to Danny Schog), *Codex: Craftworld Eldar*, *Codex: Eye of Terror* and the *Codex: Eldar FAQ*, as well as the Chapter Approved section of the Games Workshop website.

SPECIAL RULES

The following rules apply to all Eldar models and units, unless otherwise noted.

FLEET OF FOOT

Whenever an Eldar squad is activated, the player may announce it is using the fleet of foot rule. This means the squad may not spend MP

for anything during its current activation except movement and making melee attacks—no models in the squad may make ranged attacks, aim, hold an action, enter vehicles (though they can exit them), or use abilities that cost MP (unless the ability represents movement or a melee attack). However, each model in the squad gets 1D6 extra MP for its activation in the current turn, which can be spent for movement at the normal terrain MP costs.

Vehicles of all types may not use the fleet of foot rules.

ALAITOC PATH-FINDERS

MP: 12 CC: 5 RC: 7 POW: 3 BOD: 3 BRN: 5 GUT: 9 LIF: 1 AR: 3 SIZE: M

Point Value: 80

Availability: Unlimited; a Craftworld Alaitoc Rangers force must include at least 2 squads of path-finders

Structure: 3-5

Equipment: Ranger long rifle, shuriken pistol

Abilities:

Chameleoline Cloaks: Path-finders are always considered to be in soft cover even when more than half the model is visible to an attacker. This is cumulative with being in actual cover, both hard and soft.

Difficult and Impassable Terrain: To path-finders, *all* terrain is one level easier to cross than normal: even Impassable terrain becomes Hazardous (see p. 78, *VOR Rulebook*), though they cannot use *Fleet of Foot* in this kind of terrain.

Expert Marksmen: A roll of 1 or 2 is considered a critical hit (p. 80, *VOR Rulebook*) when path-finders use their Ranger long rifles.

Superb Infiltrators: After all players have deployed all their units, any path-finder squads may take a free turn. This is subject to all normal rules, but MP may only be spent on movement, not on any non-movement actions (such as making attacks or holding actions); entering and leaving vehicles is permitted, however. The path-finders may not use *Fleet of Foot* during this movement.

World-Weary: Path-finders automatically pass all Morale and Knockdown Tests they are required to make, except Morale Tests for being out of squad coherency.

AVATAR OF THE BLOODY-HANDED GOD

MP: 9 CC: 9 RC: 1 POW: 6 BOD: 6 BRN: 5 GUT: 9 LIF: 4 AR: 3 SIZE: L

Point Value: 91

Availability: 1 per force

Structure: Individual

Equipment: Wailing Doom [MPC: 3, Power: 6, AM: no test]

Abilities:

Daemonic Creature: The avatar is considered a daemon for determining if certain abilities work against it.

Fearless: An avatar automatically passes all Knockdown Tests it is required to make.

Inspiring: Any eldar model within 12 inches of the avatar uses the avatar's Guts statistic for all Morale Tests it is required to make.

Invulnerable: An avatar may always make an Armor Test, even against attacks which normally negate this, such as a critical hit or weapons that do not allow an Armor Test. Any attack with an Armor Modifier of -2 or greater, or attacks that do not allow an Armor Test, are considered to have an Armor Modifier of -2.

Melee Attacks: The base MP cost for an avatar to make melee attacks is 2 MP per attack.

No Fleet of Foot: The avatar may not use the fleet of foot rules.

COURT OF THE YOUNG KING

Availability: 1 per avatar; the Court of the Young King may only be used in a craftworld Biel-Tan force

Structure: 1 avatar + 3-5 exarchs; the Court of the Young King forms a squad with the avatar and must adhere to squad coherency. The Court of the Young King consists of exarchs from the Dire Avengers, Fire Dragons, Howling Banshees and/or Striking Scorpions, bought at their normal PV, and who may take all their regular options.

Abilities:

Fearless: As long as the force's avatar is part of the squad, the Court of the Young King automatically passes all Morale and Knockdown Tests it is required to make, except Morale Tests for being out of squad coherency.

SPEAR OF KHAINE

Availability: 1 per avatar; the Spear of Khaine may only be used in an Ulthwé strike force

Structure: 1 avatar + 2-5 warlocks (warlocks and jetbike warlocks count against the same limit); warlocks must be assigned to any squad that has the Black Guardian option, with which they must stay in squad coherency. Only one warlock may be assigned to each such squad, and at least 2 warlocks must remain in the Spear of Khaine.

DARK REAPERS

MP: 11 CC: 7 RC: 7 POW: 3 BOD: 3 BRN: 5 GUT: 8 LIF: 1 AR: 5 SIZE: M

Point Value: 46

Availability: Unlimited

Structure: 3-5

Equipment: Reaper launcher

Options:

Exarch: One member of the squad may be replaced by an exarch.

Transport (+158 PV + options): The squad may be joined by a Wave Serpent.

Abilities:

No Fleet of Foot: Dark Reapers may not use the fleet of foot rules.

DARK REAPERS EXARCH

MP: 11 CC: 8 RC: 8 POW: 3 BOD: 3 BRN: 6 GUT: 8 LIF: 1 AR: 7 SIZE: M

Point Value: 59

Availability: 1 per Dark Reapers squad (replaces a standard Dark Reaper)

Structure: Dark Reapers exarchs must be part of a Dark Reapers squad and adhere to squad coherency

Equipment: Reaper launcher

Options:

Crack Shot (+9 PV): By spending 2 MP extra when making a ranged attack, the exarch may ignore the target's cover modifiers (to both the RC Test and the target's Armor Rating). Additionally, if the Damage Test for this attack fails (except on a roll of 10), the exarch may re-roll it; the second result must be used.

Fast Shot (+6 PV): The MP cost for the exarch to fire ranged weapons is modified by -1 MP per attack. However, if he uses this reduction, the exarch may not also use the Crack Shot power on the same attack.

Weapons: The exarch may replace his reaper launcher with a missile launcher (+37 PV) or a shuriken cannon (+5 PV).

Abilities:

Melee Attacks: The MP cost for an exarch to make melee attacks is modified by -1 MP per attack.

No Fleet of Foot: Dark Reapers may not use the fleet of foot rules.

DIRE AVENGERS

MP: 10 CC: 7 RC: 7 POW: 3 BOD: 3 BRN: 5 GUT: 8 LIF: 1 AR: 5 SIZE: M

Point Value: 38

Availability: Unlimited

Structure: 5-10

Equipment: Shuriken catapult

Options:

Exarch: One member of the squad may be replaced by an exarch.

Transport (+158 PV + options): The squad may be joined by a Wave Serpent.

DIRE AVENGERS EXARCH

MP: 10 CC: 8 RC: 8 POW: 3 BOD: 3 BRN: 6 GUT: 8 LIF: 1 AR: 5 SIZE: M

Point Value: 51

Availability: 1 per Dire Avengers squad (replaces a standard Dire Avenger)

Structure: A Dire Avengers exarch must be part of a Dire Avengers squad and adhere to squad coherency

Equipment: Shuriken catapult

Options:

Defend (+3 PV): When the exarch is charged by an enemy model while he is holding an action, the exarch may choose to add to his own defense rather than make a free melee attack (p. 86, VOR Rulebook). The enemy model receives -1 CC and -1 Power modifiers for the attack.

Distract (+3 PV): Use of this power costs the exarch 2 MP. Any one model in base-to-base contact with the exarch, chosen by the exarch's player, has the cost of its melee attacks raised by +1 MP until the end of its next activation.

Weapons: The exarch may replace his shuriken catapult with a shuriken pistol and power weapon (+10 PV), or by a shuriken pistol and dicesword (+10 PV).

Abilities:

Melee Attacks: The MP cost for an exarch to make melee attacks is modified by -1 MP per attack.

FALCON

MP: 24 TC: 2 CC: — RC: 5 POW: 7 BOD: 6 LIF: 3 AR: 5(2)

Point Value: 179

Type: Medium Flyer Transport (6)

Availability: Unlimited

Structure: Individual

Weapons: Pulse laser (360° firing arc), shuriken catapult (twin-linked) (90° forward firing arc)

Options:

Secondary Weapon: A Falcon must be equipped with one of the following weapons: bright lance (+50 PV), missile launcher (+52 PV), scatter laser (+16 PV), shuriken cannon (+17 PV) or starcannon (+28 PV); in all cases, the weapon has a 360° firing arc.

Upgraded Weapon (+4 PV): The twin-linked shuriken catapults may be replaced by a single shuriken cannon. Vehicle Upgrades: A Falcon may be equipped with a holo-field (+8 PV), scythes (+6 PV), a spirit stone (+10 PV), star engines (+21 PV) and vectored engines (+6 PV).

FARSEER

MP: 10 CC: 8 RC: 8 POW: 3 BOD: 4 BRN: 5 GUT: 9 LIF: 3 AR: 5 SIZE: M

Point Value: 74

Availability: Unlimited

Structure: Individual

Equipment: Rune armour

Options:

Equipment: A farseer may take equipment from the armoury.

Retinue: The farseer be accompanied by 1 to 5 warlocks.

Transport (+158 PV + options): The farseer and his accompanying warlocks may be joined by a Wave Serpent.

Abilities:

Psychic Powers: A farseer must choose 1 or more of the following psychic powers. Multiple uses of the same power on a single model are not cumulative.

Eldritch Storm (+17 PV): If the farseer succeeds at a Brains Test, place the 3-inch blast radius template with its center anywhere within 18" of the farseer. Any model caught under the template takes damage and is rotated to face in a random direction (use the scatter dice method, p. 84, *VOR Rulebook*) if not knocked down. [MPC: 3, Uses/Turn: 1, Power: 3, AM: 0, Mode: knockdown]

Fortune (+5 PV): At any time during his activation, the farseer may spend 2 MP to roll a Brains Test; if it succeeds, the player may choose an eldar model within 6 inches and in LOS of the farseer. That model may re-roll one Armor Test or Body Test before the farseer is next activated. The second roll must be used. The farseer may employ the Fortune power more than once per turn, as long as he has sufficient MP to do so.

Guide (+5 PV): At any time during his activation, the farseer may spend 2 MP to roll a Brains Test; if it succeeds, the player may choose an eldar model within 6 inches and in LOS of the farseer. That model may re-roll one Ranged Combat Test before the farseer is next activated. The second roll must be used. The farseer may employ the Guide power more than once per turn, as long as he has sufficient MP to do so.

Mind War (+10 PV): By spending 4 MP, the farseer may make a Brains Test. If this succeeds, pick an enemy model within 18" of the farseer. That model and the farseer both roll 1D10 and add their Guts statistics. If the farseer's roll is higher, the target takes 1 point of damage for every 2 full points by which the farseer beat his opponent. If the other model has the higher roll, there is no effect. [MPC: 4, Uses/Turn: 2]

Rune armour: A farseer may always make an Armor Test, even against attacks which normally negate this, such as a critical hit or weapons that do not allow an Armor Test. Any attack with an Armor Modifier of -2 or greater, or attacks that do not allow an Armor Test, are considered to have an Armor Modifier of -2.

WARLOCK

MP: 10 CC: 7 RC: 7 POW: 3 BOD: 3 BRN: 4 GUT: 7 LIF: 1 AR: 5 SIZE: M

Point Value: 49

Availability: 1 squad per farseer

Structure: 1-5 (warlocks and jetbike warlocks count against the same limit); warlocks must be assigned to a farseer, Guardian defender squad, Guardian storm squad, support weapon battery or wraithguard squad, with which they must stay in squad coherency. Except for warlocks assigned to a farseer, only one warlock may be assigned to each such squad.

Equipment: Shuriken pistol, witchblade and rune armour

Options:

Equipment: A warlock may take equipment from the armoury.

Powers: The warlock must choose one of the following powers. These are psychic powers, but do not require a Brains Test to work.

Conceal (+4 PV per model in the squad): All members of the warlock's squad are always considered to be in soft cover even when more than half the model is visible to an attacker. This is cumulative with being in actual cover, both hard and soft.

Destructor (+13 PV): Allows the warlock to make an [MPC: 5, Power: 5, AM: -1, Mode: splash template] attack.

Embolden (+5 PV per model in the squad): Lets any member of the warlock's squad re-roll failed Morale Tests. The second roll must be used.

Enhance (+1 PV per model in the squad): Adds +1 to the Close Combat statistic of all models in the warlock's squad.

Spiritseer (+6 PV): In a Craftworld Iyanden force, any warlock may be upgraded to a spiritseer. Any wraithguard squad with a model within 6 inches of a spiritseer automatically succeeds at its Brains Test for wraithsight (see p. 16)—the spiritseer does not have to be part of the wraithguard squad. The spiritseer does not have the equipment shown for a warlock above; instead, he may have up to two of the following: close combat weapon (+2 PV), shuriken pistol (+3 PV), singing spear (+15 PV) or witch blade (+10 PV).

Abilities:

Rune armour: A warlock may always make an Armor Test, even against attacks which normally negate this, such as a critical hit or weapons that do not allow an Armor Test. Any attack with an Armor Modifier of -2 or greater, or attacks that do not allow an Armor Test, are considered to have an Armor Modifier of -2.

JETBIKE WARLOCK

MP: 12 TC: 1 CC: 7 RC: 7 POW: 3 BOD: 4 BRN: 4 GUT: 7 LIF: 1 AR: 5(2)

Point Value: 60

Type: Light Flyer

Availability: 1 squad per farseer

Structure: 1-5 (warlocks and jetbike warlocks count against the same limit); jetbike warlocks must be assigned to a jetbike squadron, with which they must stay in squad coherency. Only one warlock may be assigned to each such squad.

Weapons: Shuriken catapult (twin-linked) (90° forward firing arc)

Options:

Powers: The jetbike warlock must choose one of the powers listed with the standard warlock, above.

Spiritseer (+6 PV): In a Craftworld Iyanden force, any warlock may be upgraded to a spiritseer. Any wraithguard squad with a model within 6 inches of a spiritseer automatically succeeds at its Brains Test for wraithsight (see p. 16)—the spiritseer does not have to be part of the wraithguard squad. The spiritseer does not have the equipment shown for a warlock above; instead, he may have up to two of the following: close combat weapon (+2 PV), shuriken pistol (+3 PV), singing spear (+15 PV) or witch blade (+10 PV).

Abilities:

Jetbike: This model represents a bike, and must make a Damage Test whenever it lands in terrain that is not Open.

Rune armour: A jetbike warlock may always make an Armor Test, even against attacks which normally negate this, such as a critical hit or weapons that do not allow an Armor Test. Any attack with an Armor Modifier of -2 or greater, or attacks that do not allow an Armor Test, are considered to have an Armor Modifier of -2.

FIRE DRAGONS

MP: 10 CC: 7 RC: 7 POW: 3 BOD: 3 BRN: 5 GUT: 8 LIF: 1 AR: 5 SIZE: M

Point Value: 54

Availability: Unlimited

Structure: 5-10

Equipment: Fusion gun

Options:

Exarch: One member of the squad may be replaced by an exarch.

Grenades (+5 PV per model): The squad may be armed with plasma grenades.

Transport (+158 PV + options): The squad may be joined by a Wave Serpent.

Abilities:

No Fleet of Foot: Fire Dragons may not use the fleet of foot rules.

FIRE DRAGONS EXARCH

MP: 10 CC: 8 RC: 8 POW: 3 BOD: 3 BRN: 6 GUT: 8 LIF: 1 AR: 7 SIZE: M

Point Value: 71

Availability: 1 per Fire Dragons squad (replaces a standard Fire Dragon)

Structure: Fire Dragons exarchs must be part of a Fire Dragons squad and adhere to squad coherency

Equipment: Fusion gun

Options:

Burning Fist (+12 PV): In melee combat, the exarch's attacks are always considered to be [AM: no test]. If the exarch fails a Damage Test, except on a roll of 10, he may re-roll it; the second result must be used.

Tank Hunter (+5 PV): When attacking a vehicle in melee or ranged combat, the exarch may re-roll on the Vehicle Damage Table if the result is not to the player's liking. The second result must be used.

Weapons (+23 PV): The exarch may replace his fusion gun with a fire pike.

Abilities:

Fleet of Foot: Though Fire Dragons may not use the the fleet of foot rules, Fire Dragon exarchs can.

Melee Attacks: The MP cost for an exarch to make melee attacks is modified by -1 MP per attack.

FIRE PRISM

MP: 24 TC: 2 CC: — RC: 5 POW: 7 BOD: 6 LIF: 3 AR: 5(2)

Point Value: 188

Type: Medium Flyer

Availability: Unlimited

Structure: Individual

Weapons: Prism cannon (360° firing arc), shuriken catapult (twin-linked) (90° forward firing arc)

Options:

Secondary Weapon (+4 PV): The twin-linked shuriken catapults may be replaced by a single shuriken cannon.

Vehicle Upgrades: A Fire Prism may be equipped with a holo-field (+8 PV), scythes (+6 PV), a spirit stone (+10 PV), star engines (+21 PV) and vectored engines (+6 PV).

GUARDIAN DEFENDER SQUAD

MP: 10 CC: 5 RC: 5 POW: 3 BOD: 3 BRN: 4 GUT: 7 LIF: 1 AR: 3 SIZE: M

Point Value: 24

Availability: Unlimited

Structure: 5-20

Equipment: Shuriken catapult, mesh armour

Options:

Black Guardians (+4 PV per model): In a craftworld Ulthwé force, at least one in every three Guardian defender squads must be upgraded to black guardians; in an Ulthwé strike force, all these squads must take this option. This gives the squad RC: 7.

Grenades (+5 PV per model): The squad may be armed with plasma grenades.

Reinforcements: A Guardian defender squad may be joined by a single warlock from a farseer's retinue, and/or by a heavy weapons platform. The warlock and weapons platform are considered part of the Guardian defender squad and must adhere to squad coherency.

Transport (+158 PV + options): The squad may be joined by a Wave Serpent.

HEAVY WEAPONS PLATFORM

MP: 6 CC: — RC: — POW: 3 BOD: 3 BRN: — GUT: 7 LIF: 2 AR: 3 SIZE: L

Point Value: See Options

Availability: 1 platform per Guardian defender squad

Structure: A heavy weapons platform must be part of a Guardian defender squad and adhere to squad coherency

Options:

Weapon: A heavy weapons platform must be armed with a bright lance (45 PV), missile launcher

(47 PV), scatter laser (14 PV), shuriken cannon (15 PV) or star cannon (25 PV). The Point Values given are for the whole platform, not additional costs.

Abilities:

Crew-served Weapon: A weapon platform may only be fired if at least one of its Guardian defender crew is in base-to-base contact with the platform. The platform's own MP is used only for movement; all other MP expenditure must be done by a model in the crew. The cost may be split up between them in any way desired by the controlling player; the total amount of MP spent for any given action should be kept track of, and the action occurs when the necessary cost has been paid. For ranged combat, use the crew's RC statistic.

Morale Tests: A weapon platform does not count toward the number of models in a squad for purposes such as Morale Tests; if the platform's squad is Broken as a result of a failed Morale Test, the platform is removed from play.

No Fleet of Foot: A heavy weapons platform may not use the fleet of foot rules.

Weapon Platform: Though it is a separate model, a weapons platform cannot move without its Guardian defender crew, and so cannot spend MP unless it is in squad coherency with them (not necessarily with the Guardian defender squad of which it is part, though). A weapons platform cannot be carried in a vehicle.

Guardian Defender Crew

MP: 10 CC: 5 RC: 5 POW: 3 BOD: 3 BRN: 4 GUT: 7 LIF: 1 AR: 3 SIZE: M

Point Value: 24

Availability: 1 "squad" per heavy weapons platform

Structure: 2; the crew are considered part of a Guardian defender squad and must adhere to squad coherency

Equipment: Shuriken catapult, mesh armour

Options:

Black Guardians (+4 PV per model): If the rest of the squad is upgraded to Black Guardians, so must the support weapon crew. This gives them RC: 7.

Weapons: The Guardian defender crew may replace their shuriken catapults by shuriken pistols and close combat weapons (+2 PV per model).

GUARDIAN JETBIKE SQUADRON

MP: 12 TC: 1 CC: 5 RC: 5 POW: 3 BOD: 4 BRN: 4 GUT: 7 LIF: 1 AR: 7(2)

Point Value: 45

Type: Light Flyer

Availability: Unlimited

Structure: 3-10

Weapons: Shuriken catapult (twin-linked) (90° forward firing arc), shuriken pistol (360° firing arc)

Options:

Black Guardians (+4 PV per model): In an Ulthwé strike force, all jetbike squadrons must take this option, giving them RC: 7.

Primary Weapon (+4 PV per model): One in three bikes per squadron may replace the twin-linked shuriken catapults with a single shuriken cannon.

Reinforcements: A jetbike squadron may be joined by a single jetbike warlock from a farseer's retinue. The jetbike warlock is considered part of the jetbike squadron and must adhere to squad coherency.

Abilities:

Jetbike: This model represents a bike, and must make a Damage Test whenever it lands in terrain that is not Open.

GUARDIAN STORM SQUAD

MP: 10 CC: 5 RC: 5 POW: 3 BOD: 3 BRN: 4 GUT: 7 LIF: 1 AR: 3 SIZE: M

Point Value: 26

Availability: Unlimited

Structure: 5-20

Equipment: Shuriken pistol, close combat weapon, mesh armour

Options:

Black Guardians (+2 PV per model): In a craftworld Ulthwé force, at least one in every three Guardian storm squads must be upgraded to black guardians; in an Ulthwé strike force, all these squads must take this option. This gives the squad **RC: 7**.

Grenades: The squad may be armed with haywire grenades (+7 PV per model), krak grenades (+5 PV per model) and/or plasma grenades (+5 PV per model).

Heavy Weapons: Two members of the squad may replace their shuriken pistols by a flamer (+7 PV per model) or a fusion gun (+20 PV per model).

Reinforcements: A Guardian storm squad may be joined by a single warlock from a farseer's retinue; the warlock is considered part of the Guardian storm squad and must adhere to squad coherency.

Transport (+158 PV + options): The squad may be joined by a Wave Serpent.

HOWLING BANSHEES

MP: 10 CC: 7 RC: 7 POW: 3 BOD: 3 BRN: 5 GUT: 8 LIF: 1 AR: 5 SIZE: M

Point Value: 48

Availability: Unlimited

Structure: 5-10

Equipment: Shuriken pistol, power weapon

Options:

Exarch: One member of the squad may be replaced by an exarch.

Transport (+158 PV + options): The squad may be joined by a Wave Serpent.

HOWLING BANSHEES EXARCH

MP: 10 CC: 8 RC: 8 POW: 3 BOD: 3 BRN: 6 GUT: 8 LIF: 1 AR: 7 SIZE: M

Point Value: 63

Availability: 1 per Howling Banshees squad (replaces a standard Howling Banshee)

Structure: Howling Banshees exarchs must be part of a Howling Banshees squad and adhere to squad coherency

Equipment: Shuriken pistol, power weapon, banshee mask

Options:

Acrobatic (+3 PV): The exarch may move through the space occupied by an enemy model, which is normally prohibited (see p. 78, *VOR Rulebook*).

War Shout (+6 PV): When used, costing the exarch 2 MP, all enemy models within 6 inches of the exarch must succeed at a Guts Test or suffer a -1 modifier to their CC until the end of their next activation.

Weapons: The exarch may replace his power weapon by an executioner (-2 PV) or power blades (-4 PV).

Abilities:

Melee Attacks: The MP cost for an exarch to make melee attacks is modified by -1 MP per attack.

RANGERS

MP: 12 CC: 5 RC: 7 POW: 3 BOD: 3 BRN: 4 GUT: 7 LIF: 1 AR: 3 SIZE: M

Point Value: 61

Availability: Unlimited

Structure: 3-10

Equipment: Ranger long rifle, shuriken pistol

Abilities:

Advanced Deployment: Rangers deploy last (after all players have placed their models) and may be deployed anywhere on the battlefield. They must be deployed at least 10 inches away from enemy models.

Chameleoline Cloaks: Rangers are always considered to be in soft cover even when more than half the model is visible to an attacker. This is cumulative with being in actual cover, both hard and soft.

Difficult Terrain: Rangers may move through Broken terrain as if it were Open. Other terrain types have their normal effects on them, however.

SEER COUNCIL

Availability: 1 per force; a craftworld Ulthwé force must include a seer council.

Structure: 2-5 farseers + 3 or more warlocks

Options:

Augment (+10 PV): Any of the warlocks taken as part of the Seer Council may be given this psychic power instead of one of their normally-available ones. To use it, the warlock must have a held action (p. 76, *VOR Rulebook*) and use this immediately after a farseer in the Council uses a psychic power—before the results of that power's use are determined. The warlock rolls a Brains Test, and if this succeeds, the range of the farseer's power is doubled. Only one warlock can extend the range of a single farseer's power, but multiple ones may try if the first fails; however, if any warlock critically fails his Brains Test, the farseer's attempted power fails as well.

Abilities:

Warlocks: The normal Availability for warlocks does not apply to those taken as part of a Seer Council. Warlocks from the Seer Council may be included in other squads per the normal rules for warlocks, but at least 3 must be deployed as part of the Seer Council itself.

SHINING SPEARS

MP: 12 TC: 1 CC: 7 RC: 7 POW: 3 BOD: 4 BRN: 5 GUT: 7 LIF: 1 AR: 7(2)

Point Value: 64

Type: Light Flyer

Availability: Unlimited

Structure: 3-5

Weapons: Shuriken catapult (twin-linked) (90° forward firing arc), laser lance

Options: One member of the squad may be replaced by an exarch.

Abilities:

Jetbike: This model represents a bike, and must make a Damage Test whenever it lands in terrain that is not Open.

SHINING SPEARS EXARCH

MP: 12 TC: 1 CC: 8 RC: 8 POW: 3 BOD: 4 BRN: 6 GUT: 7 LIF: 1 AR: 7(2)

Point Value: 68

Type: Light Flyer

Availability: Unlimited

Structure: 3-5

Weapons: Shuriken catapult (twin-linked) (90° forward firing arc), laser lance

Options:

Evade (+15 PV): The exarch may make a Dodge Test (p. 87, *VOR Rulebook*) against any attack directed at him.

Skilful Rider (+3 PV per model in the squad): All members of the exarch's squad do not have to roll a Damage Test when landing in non-open terrain (see the rules for jetbikes in the *Warhammer to VOR Basics*).

Weapons: The exarch may replace his laser lance with a bright lance (+43 PV) or a power weapon (+16 PV).

Abilities:

Jetbike: This model represents a bike, and must make a Damage Test whenever it lands in terrain that is not Open (unless it has the Skilful Rider ability).

STRIKING SCORPIONS

MP: 10 CC: 7 RC: 7 POW: 4 BOD: 3 BRN: 5 GUT: 8 LIF: 1 AR: 7 SIZE: M

Point Value: 54

Availability: Unlimited

Structure: 5-10

Equipment: Shuriken pistol, power weapon, mandiblaster

Options:

Exarch: One member of the squad may be replaced by an exarch.

Grenades (+12 PV per model): The entire squad may be given plasma and haywire grenades.

Transport (+158 PV + options): The squad may be joined by a Wave Serpent.

Abilities:

No Fleet of Foot: Striking Scorpions may not use the fleet of foot rules.

STRIKING SCORPIONS EXARCH

MP: 10 CC: 8 RC: 8 POW: 4 BOD: 3 BRN: 6 GUT: 8 LIF: 1 AR: 7 SIZE: M

Point Value: 61

Availability: 1 per Striking Scorpions squad (replaces a standard Striking Scorpion)

Structure: Striking Scorpions exarchs must be part of a Striking Scorpions squad and adhere to squad coherency

Equipment: Shuriken pistol, power weapon, mandiblaster

Options:

Crushing Blow (+2 PV): Adds +1 to the exarch's Power for all purposes.

Stealth (+1 PV per model in the squad): The exarch's squad may deploy last (after all players have placed their models) and may be deployed anywhere on the battlefield. They must be deployed at least 10 inches away from enemy models.

Weapons: The exarch may replace his power weapon by a biting blade (-7 PV) or a power fist and shuriken catapult (+13 PV).

Abilities:

Melee Attacks: The MP cost for an exarch to make melee attacks is modified by -1 MP per attack.

No Fleet of Foot: Striking Scorpions may not use the fleet of foot rules.

SUPPORT WEAPON BATTERY

MP: 6 CC: — RC: — POW: 3 BOD: 3 BRN: — GUT: 7 LIF: 2 AR: 3 SIZE: L

Point Value: See *Options*

Availability: Unlimited

Structure: 1-3 + 1 support weapon crew squad per support weapon

Options: A support weapon must be armed with a D-cannon (93 PV), shadow weaver (30 PV) or vibro cannon (11 PV). The Point Values given are for the whole support weapon, not additional costs.

Abilities:

Crew-served Weapon: A support weapon may only be fired if at least one of its support weapon crew is in base-to-base contact with the weapon. The weapon's own MP is used only for movement; all other MP expenditure must be done by a model in the crew. The cost may be split up between them in any way desired by the controlling player; the total amount of MP spent for any given action should be kept track of, and the action occurs when the necessary cost has been paid. For ranged combat, use the crew's RC statistic.

Morale Tests: A support weapon does not count toward the number of models in a squad for purposes such as Morale Tests; if the support weapon's squad is destroyed for any reason, the support weapon is removed from play.

No Fleet of Foot: Support weapons may not use the fleet of foot rules.

Weapon Platform: Though it is a separate model, a support weapons cannot move without its support weapon crew, and so cannot spend MP unless it is in squad coherency with them.

SUPPORT WEAPON CREW

MP: 10 CC: 5 RC: 5 POW: 3 BOD: 3 BRN: 4 GUT: 7 LIF: 1 AR: 3 SIZE: M

Point Value: 24

Availability: 1 "squad" per support weapon battery

Structure: 2 per support weapon; the models are considered part of a support weapon battery and must adhere to squad coherency

Equipment: Shuriken catapult, mesh armour

Options: Support weapon crews may replace their shuriken catapults by shuriken pistols and close combat weapons (+2 PV per model).

SWOOPING HAWKS

MP: 9 CC: 7 RC: 7 POW: 3 BOD: 3 BRN: 5 GUT: 8 LIF: 1 AR: 5 SIZE: L

Point Value: 63

Availability: Unlimited

Structure: 5-10

Equipment: Lasblaster, plasma grenades, Swooping Hawk grenade pack

Options: One member of the squad may be replaced by an exarch.

Abilities:

Advanced Deployment: Swooping Hawks deploy last (after all players have placed their models) and may be deployed anywhere on the battlefield. They must be deployed at least 10 inches away from enemy models.

Hawk Wings: Allows the Swooping Hawk to move as if equipped with a jump pack.

SWOOPING HAWKS EXARCH

MP: 9 CC: 8 RC: 8 POW: 3 BOD: 3 BRN: 6 GUT: 8 LIF: 1 AR: 7 SIZE: L

Point Value: 76

Availability: 1 per Swooping Hawks squad (replaces a standard Swooping Hawk)

Structure: Swooping Hawks exarchs must be part of a Swooping Hawks squad and adhere to squad coherency

Equipment: Lasblaster, plasma grenades, Swooping Hawk grenade pack

Options:

Bounding Leap (+14 PV): When the exarch wants to move into base-to-base contact with an enemy model, he receives an additional $(1D10 \div 2)$ MP, which may be used for movement only. This only applies if the controlling player announces the exarch will charge, and he has sufficient MP to actually get into base-to-base contact without the extra MP. Additionally, the exarch may move through the space occupied by an enemy model, which is normally prohibited (p. 78, *VOR Rulebook*).

Power Weapon (+10 PV): The exarch may be armed with a power weapon.

Sustained Assault (+5 PV): If the exarch hits an enemy model with a melee attack, the exarch may make an additional attack for only 1 MP (regardless of the attack's normal MP cost; the exarch's -1 MP cost bonus for melee attacks does not apply). If this extra attack also hits, he may make another, and so on until he either misses or runs out of MP, whichever happens first. An attack is considered a hit if the CC Test succeeds, regardless of whether the Armor Test and/or Damage Test are successful.

Weapons: The exarch may replace his lasblaster with a hawk's talon (+9 PV) or with a web of skulls and a shuriken pistol (+11 PV).

Abilities:

Advanced Deployment: Swooping Hawks deploy last (after all players have placed their models) and may be deployed anywhere on the battlefield. They must be deployed at least 10 inches away from enemy models.

Hawk Wings: Allows the Swooping Hawk to move as if equipped with a jump pack.

Melee Attacks: The MP cost for an exarch to make melee attacks is modified by -1 MP per attack.

VYPER SQUADRON

MP: 24 TC: 1 CC: — RC: 5 POW: 6 BOD: 5 LIF: 3 AR: 3(2)

Point Value: 97

Type: Light Flyer

Availability: Unlimited

Structure: 1-3

Weapons: Shuriken cannon (360° firing arc), shuriken catapult (twin-linked) (90° forward firing arc)

Options:

Black Guardians (+4 PV per model): In an Ulthwé strike force, all Vyper squadrons must take this option, giving them RC: 7.

Primary Weapon: The shuriken cannon may be replaced with a bright lance (+30 PV), missile launcher (+31 PV), scatter laser (-1 PV) or star cannon (+10 PV).

Secondary Weapon (+4 PV): The twin-linked shuriken catapults may be replaced with a single shuriken cannon.

Vehicle Upgrades: A Vyper may be equipped with a holo-field (+8 PV), scythes (+6 PV), a spirit stone (+10 PV) and star engines (+21 PV).

WARP SPIDERS

MP: 12 CC: 7 RC: 7 POW: 3 BOD: 3 BRN: 5 GUT: 8 LIF: 1 AR: 7 SIZE: M

Point Value: 71

Availability: Unlimited

Structure: 5-10

Equipment: Death spinner, Warp Spider armor

Options: One Warp Spider in the squad may be replaced by an exarch.

Abilities:

No Fleet of Foot: Warp Spiders may not use the fleet of foot rules.

Warp Generator: Allows the model to move at a cost of 1 MP per inch of movement regardless of terrain; it may even move through impassable terrain, but may not end its movement in it. Enemy models holding their action (p. 76, *VOR Rulebook*) may not intervene in this movement. A warp generator may only be safely used once per turn—if the model uses the warp generator, then spends MP for anything except movement, and then uses the warp generator again, it counts as using the generator twice in the same turn. Roll a number of D10s equal to the number of times the warp generator was used, minus 1 (for example, at the third use, roll 2D10). For each 10 rolled, the model automatically sustains 1 point of damage, against which it may not make any tests.

WARP SPIDERS EXARCH

MP: 12 CC: 8 RC: 8 POW: 3 BOD: 3 BRN: 6 GUT: 8 LIF: 1 AR: 7 SIZE: M

Point Value: 80

Availability: 1 per Warp Spiders squad (replaces a standard Warp Spider)

Structure: Warp Spiders exarchs must be part of a Warp Spiders squad and adhere to squad coherency

Equipment: Death spinner, Warp Spider armor

Options:

Power Blades (+6 PV): The exarch may take power blades.

Surprise Assault (+1 PV per model in the squad): All members of the exarch's squad gain a +2 CC modifier when making a charge move into melee combat, instead of the normal +1.

Weapon Upgrade (+7 PV): The exarch may replace his death spinner with twin death spinners.

Withdraw (+3 PV per model in the squad): Allows any member of the exarch's squad to break from melee combat without being hit by their opponent(s). If the model rolls anything other than a 1 for the attempt to break away, it cannot be hit by any of its opponents.

Abilities:

Melee Attacks: The MP cost for a Warp Spiders exarch to make melee attacks is modified by -1 MP per attack.

No Fleet of Foot: Warp Spiders may not use the fleet of foot rules.

Warp Generator: Allows the model to move at a cost of 1 MP per inch of movement regardless of terrain; it may even move through impassable terrain, but may not end its movement in it. Enemy models holding their action (p. 76, *VOR Rulebook*) may not intervene in this movement. A warp generator may only be safely used once per turn—if the model uses the warp generator, then spends MP for anything except movement, and then uses the warp generator again, it counts as using the generator twice in the same turn. Roll a number of D10s equal to the number of times the warp generator was used, minus 1 (for example, at the third use, roll 2D10). For each 10 rolled, the model automatically sustains 1 point of damage, against which it may not make any tests.

WAR WALKER

MP: 6 TC: 1 CC: 5 RC: 5 POW: 5 BOD: 5 LIF: 3 AR: 4(2)

Point Value: 43

Type: Light Walker

Availability: Unlimited

Structure: Individual

Options:

Black Guardians (+4 PV): In an Ulthwé strike force, all war walkers must take this option, giving them RC: 7.

Weapons: The war walker must be armed with two of the following weapons: bright lance (+50 PV), missile launcher (+52 PV), scatter laser (+16 PV), shuriken cannon (+17 PV), starcannon (+28 PV); these weapons have a 90° forward firing arc.

Abilities:

Energy Field: Any ranged attack against the Wave Serpent coming from the vehicle's front 90° has its Power reduced to 8 if it is greater than 8. Additionally, weapons that double their Damage against vehicles do not do so if they strike the Wave Serpent in that same quadrant.

WAVE SERPENT

MP: 24 TC: 2 CC: — RC: 5 POW: 7 BOD: 6 LIF: 3 AR: 4(2)

Point Value: 158

Type: Medium Flyer Transport (10)

Availability: Unlimited

Structure: Individual

Weapons: Twin-linked shuriken cannon (360° firing arc), twin-linked shuriken catapult (90° forward firing arc)

Options:

Primary Weapon: The twin-linked shuriken cannons may be replaced by twin-linked bright lances (+27 PV), twin-linked missile launchers (+47 PV), twin-linked scatter lasers (-5 PV) or twin-linked star cannons (+14 PV).

Secondary Weapons (+4 PV): The twin-linked shuriken catapults may be replaced by a single shuriken cannon.

Vehicle Upgrades: A Wave Serpent may be equipped with a scythes (+6 PV), a spirit stone (+10 PV), star engines (+21 PV) and vectored engines (+6 PV).

Abilities:

Energy Field: Any ranged attack against the Wave Serpent coming from the vehicle's front 90° has its Power reduced to 8 if it is greater than 8. Additionally, weapons that double their Damage against vehicles do not do so if they strike the Wave Serpent in that same quadrant.

WILD RIDER CHIEF

MP: 12 TC: 1 CC: 8 RC: 7 POW: 3 BOD: 4 BRN: 5 GUT: 9 LIF: 2 AR: 7(2)

Point Value: 77

Type: Light Flyer

Availability: Unlimited; wild rider chiefs are only available to Craftworld Saim Hann forces.

Structure: Individual

Equipment: Twin-linked shuriken catapults (90° forward firing arc), close combat weapon

Options:

Close Combat Weapon (+8 PV): The close combat weapon may be replaced with a power weapon.

Primary Weapon (+4 PV): The twin-linked shuriken catapults may be replaced by a single shuriken cannon.

Abilities:

Chief of the Wild Riders: The wild rider chief automatically succeeds at any Morale and Knockdown Tests he is required to make, except Morale Tests for being out of squad coherency. This also applies to wild rider kinsmen as long as the chief is part of the squad.

WILD RIDER KINSMEN

MP: 12 TC: 1 CC: 7 RC: 5 POW: 3 BOD: 4 BRN: 5 GUT: 8 LIF: 1 AR: 7(2)

Point Value: 52

Type: Light Flyer

Availability: 1 squad per wild rider chief

Structure: 5-10; wild rider kinsmen must adhere to squad coherency with their wild rider chief

Equipment: Twin-linked shuriken catapults (90° forward firing arc), close combat weapon

Options:

Family Banner (+40 PV): One model in the squad may carry a family banner, which allows all members of the squad (including the wild rider chief) to re-roll any failed Close Combat Test they make that receives the Charging modifier (p. 86, *VOR Rulebook*). The second result must be used.

Primary Weapon (+4 PV per model): Up to half the models in the squad (rounded down) may replace the twin-linked shuriken catapults with a single shuriken cannon.

WRAITHGUARD

MP: 12 **CC:** 7 **RC:** 7 **POW:** 5 **BOD:** 5 **BRN:** 4 **GUT:** 9 **LIF:** 1 **AR:** 7 **SIZE:** L

Point Value: 66

Availability: Unlimited

Structure: 5-10

Equipment: Wraithcannon

Options:

Reinforcements: A wraithguard squad may be joined by a single warlock from a farseer's retinue. The warlock is considered part of the wraithguard squad and must adhere to squad coherency.

Transport (+158 PV + options): The squad may be joined by a Wave Serpent.

Abilities:

No Fleet of Foot: Wraithguards may not use the fleet of foot rules.

Non-Living: A wraithguard is not considered to be a living model, and so cannot be affected by abilities that only target living creatures. It can, however, be targeted by abilities that only affect non-living targets.

Transportable: Despite being of large size, wraithguard may be transported in vehicles. Each wraithguard counts as two medium-sized models.

Wraithsight: If the squad is not joined by a warlock, then every time a wraithguard model is activated, it must roll a Brains Test with a +4 modifier. If this test is failed, the wraithguard may not spend any MP that turn: the model's activation is immediately ended.

WRAITHLORD

MP: 10 **CC:** 7 **RC:** 7 **POW:** 5 **BOD:** 7 **BRN:** 4 **GUT:** 9 **LIF:** 3 **AR:** 7 **SIZE:** L

Point Value: 115

Availability: Unlimited (in a Craftworld Iyanden force, Availability is 1 per wraithguard squad)

Structure: Individual

Equipment: Power fist

Options:

Primary Weapon: The wraithlord must be equipped with one of the following weapons: bright lance (+50 PV), missile launcher (+52 PV), scatter laser (+16 PV), shuriken cannon (+17 PV) or starcannon (+28 PV).

Secondary Weapons: A wraithlord must also be armed with one shuriken catapult and one flamer (+8 PV), two flamers (+10 PV) or a twin-linked shuriken catapult (+13 PV).

Abilities:

Implacable Advance: The MP cost for a wraithlord to fire ranged weapons is modified by -2 MP per attack.

Melee Attacks: The MP cost for a wraithlord to make melee attacks is modified by -2 MP per attack.

No Fleet of Foot: A wraithlord may not use the fleet of foot rules.

Non-Living: A wraithlord is not considered to be a living model, and so cannot be affected by abilities that only target living creatures. It can, however, be targeted by abilities that only affect non-living targets.

ELDAR ARSENAL

ELDAR ARMOURY

A farseer or warlock may take two weapons and any number of wargear items, as long as no wargear is taken more than once by a single model.

ARMOR

Rune Armour

The wearer of rune armour may always make an Armor Test, even against attacks which normally negate this, such as a critical hit or weapons that do not allow an Armor Test. Any attack with an Armor Modifier of -2 or greater, or attacks that do not allow an Armor Test, are considered to have an Armor Modifier of -2.

MELEE WEAPONS

Biting Blade

If this weapon's Damage Test succeeds, the model may roll again to inflict another point of damage; keep rolling until a Damage Test fails. An Armor Test may only be made against the initial attack, not these extra damage points.

Diresword

If this weapon inflicts damage on an opponent with more than 1 Lifeforce remaining (after taking the diresword's damage), the enemy model must immediately succeed at a Guts check or be killed instantly.

Witchblade

The target number of the Damage Test for this weapon is always 8, regardless of the wielder's Power or the target's Body.

RANGED WEAPONS

Bright Lance

This weapon treats a vehicle's Shielding as 1 if it is higher than that.

Fire Pike

At Short and Medium ranges, an attack by a fire pike counts as inflicting 2 points of damage for purposes of the roll on the Vehicle Damage Table (p. 91, *VOR Rulebook*).

ELDAR ARMOURY

Weapons

Close combat weapon (+2 PV)
Shuriken pistol (+3 PV)
Singing spear (+15 PV)
Witchblade (+10 PV)

Wargear

Ghosthelm (+ (model's BRN) PV)
Runes of warding (+6 PV)
Runes of witnessing (+10 PV)
Spirit stone (+3 PV)

ARMOR

	AR	PV
Mesh Armour	3	9
Rune Armour	5	30
Warp Spider Armor	7	21

Fusion Gun

At Short range, an attack by a fusion gun counts as inflicting 2 points of damage for purposes of the roll on the Vehicle Damage Table (p. 91, *VOR Rulebook*).

Haywire Grenades

These grenades are only effective against vehicles, and do not cause normal damage. However, any vehicle caught in the blast radius immediately rolls on the Internal Damage Table (p. 91, *VOR Rulebook*).

Missile Launcher

Can fire either krak or plasma ammo. Krak is [Power: 8, AM: -1, Mode: blast radius 1"] while plasma is [Power: 4, AM: -1, Mode: blast radius 3"]. The player must decide which to fire before rolling to see if the attack hits.

Missile Launcher (twin-linked)

This weapon has the same ammunition choices as a standard missile launcher.

Plasma Cannon

A critical failure when firing a plasma cannon will inflict 1 point of damage on the model equipped with it, unless it succeeds at an Armor Test. Plasma cannons carried on vehicles do not have this drawback.

Singing Spear

This weapon can be used as a ranged weapon or as a melee weapon; its MP Cost, Power and

MELEE WEAPONS

	MPC	Power	AM	PV	Notes
Biting Blade	+2	POW	-1	3	
Close Combat Weapon	+2	POW	-1	2	
Diresword	+2	POW	No test	10	
Executioner	+2	POW+2	No test	8	
Mandiblasters	4	4	0	2	
Power Blades	+2	POW	No test	6	
Power Fist	+3	POW+4	No test	20	Heavy
Power Weapon	+3	POW+3	-2	10	Heavy
Witchblade	+1	*	0	10	

RANGED WEAPONS

	MPC	Uses/Turn	Range	Power	AM	Mode	Damage	PV
Flamer	5	1	Splash template	4	0	Splash template	1	11
Hawk's Talon	4	1	S 6/— M 12/+1 L 24/—	4	0	Full-auto	1	11
Haywire Grenades	5	1	S 5/+1 M 10/— L —/—	4	0	Indirect, blast radius 1"	*	7
Lasblaster	3	1	S 6/— M 12/+1 L 24/—	3	0	—	1	3
Laser Lance	5	1	S 4/+2 M 8/-1 L —/—	5	0	—	1	4
Plasma Grenades	5	1	S 5/+1 M 10/— L —/—	4	0	Indirect, blast radius 2"	1	5
Shuriken Catapult	4	1	S 6/+2 M 12/-1 L —/—	4	0	—	1	3
(twin-linked)	4	2	S 6/+2 M 12/-1 L —/—	4	0	—	1	13
Shuriken Pistol	4	1	S 6/+1 M 12/— L —/—	4	0	Point-blank	1	3
Singing Spear	5	1	S 6/+1 M 12/— L —/—	*	0	—	1	15
Swooping Hawk Grenade Pack	4	1	S 0/— M —/— L —/—	4	0	Blast radius 2"	1	9
Vibro Cannon	4	1	S 10/+1 M 20/— L 30/-1	4	0	—	1	11
Web of Skulls	4	1	S 6/+1 M 12/— L 24/-1	4	0	—	1	13

HEAVY RANGED WEAPONS

	MPC	Uses/Turn	Range	Power	AM	Mode	Damage	PV
Bright Lance	9	1	S 10/— M 20/+1 L 30/—	8	-2	—	1	50
(twin-linked)	9	1	S 10/— M 20/+1 L 30/—	8	-2	Full-auto	1	56
D-cannon	9	1	S 15/+1 M 30/— L 45/-1	8	-2	Indirect, blast radius 2"	2	93
Death Spinner	6	1	S 6/+2 M 12/-1 L —/—	6	0	—	1	9
(twin)	6	1	S 6/+2 M 12/-1 L —/—	6	0	Full-auto	1	15
Fire Pike	9	1	S 5/— M 10/+1 L 20/—	8	No test	—	1	50
Fusion Gun	7	1	S 6/+1 M 12/— L —/—	6	No test	—	1	24
Lascannon	7	1	S 15/— M 30/+1 L 45/—	7	-2	—	2	51
Missile Launcher	8	1	S 15/+1 M 30/— L 45/-1	*	*	*	1	52
(twin-linked)	8	1	S 15/+1 M 30/— L 45/-1	*	*	*	2	78
Plasma Cannon	6	1	S 10/+1 M 20/— L 30/-1	5	-2	—	2	24
Prism Cannon	8	1	S 20/— M 40/+1 L 60/—	7	-2	Blast radius 2"	2	66
Pulse Laser	9	1	S 15/— M 30/+1 L 45/—	8	-2	Full-auto	1	55
Ranger Long Rifle	6	1	S 10/— M 20/+1 L 30/—	6	0	—	1	12
Reaper Launcher	5	1	S 15/+1 M 30/— L 45/-1	5	-1	—	1	12
Scatter Laser	6	1	S 10/+1 M 20/— L 30/-1	6	0	Blast radius 1"	1	16
(twin-linked)	6	1	S 10/+1 M 20/— L 30/-1	6	0	Blast radius 2"	1	20
Shadow Weaver	6	1	S 15/+1 M 30/— L 45/-1	6	0	Indirect, blast radius 2", knockdown	1	30
Shuriken Cannon	6	1	S 6/+1 M 12/— L 24/-1	6	0	Full-auto	1	17
(twin-linked)	6	1	S 6/+1 M 12/— L 24/-1	6	0	Full-auto	2	26
Starcannon	7	1	S 10/— M 20/+1 L 30/—	6	-2	Full-auto	1	28
(twin-linked)	7	1	S 10/— M 20/+1 L 30/—	6	-2	Full-auto	2	42
Wraithcannon	6	1	S 6/+1 M 12/— L —/—	*	0	—	1	10

* See this weapon's description.

AM are the same in either case. Once it is used as a ranged weapon, it may not be used as a melee weapon until the model's next activation.

The target number of the Damage Test for a singing spear is always 8, regardless of the wielder's Power or the target's Body.

Swooping Hawk Grenade Pack

This weapon is used by Swooping Hawks while airborne to drop grenades straight down. It is always fired at the ground immediately below the model using it, and will scatter if the RC Test fails. The model using this weapon is not caught in the blast even if it ends up underneath the template of its own weapon. The exception is if a 10 is rolled on the RC Test, in which case the model using the grenade pack is a valid target of its own grenades. The model can also be damaged if caught in the blast of another model's Swooping Hawk grenade pack.

Vibro Cannon

When firing this weapon, choose a target model or point on the table (a vibro cannon may target the ground despite not being a blast-radius weapon) and, if the shot misses, roll for scatter. Then draw a straight line from the firing model to the actual target point; any model whose base is crossed by this line is subject to the vibro cannon's damage.

Web of Skulls

If this weapon hits (even if it causes no damage to the target), roll a new RC Test against the nearest model, and resolve damage as normal if this test succeeds. The weapon will keep attacking the nearest target (except for models which have already been attacked, successfully or not) until either the RC Test fails, or four targets have been hit. Whether a subsequent target has cover is determined from the position of the previous target, not from the model that actually threw the web of skulls.

Wraithcannon

This weapon's Power equals the target's Body (thus, it always causes damage on a 5 or lower on the Damage Test). If the Damage Test rolls a 1, the target is instantly killed, regardless of the number of wounds it has left; the model is always removed from the table in this case, even if the model has some kind of self-repair capability (like a necron), or if it would be left on the table for some other reason (such as there being a model with ork mad dok's tools in the opposing force).

Against vehicles, a roll of 1 does not destroy the model outright, but it does force a roll on the *Internal Damage Table* (that is, skip rolling on the *Vehicle Damage Table* to see whether the shot causes any internal damage).

OTHER EQUIPMENT

Banshee Mask (+2 PV)

This mask prevents an enemy model from receiving a charge made by the wearer (see p. 86, *VOR Rulebook*).

Ghosthelm (+(model's BRN) PV)

When a psychic model wearing a ghosthelm is attacked from the warp (that is, rolls a 10 on its Brains Test to make a psychic power work), it may immediately roll a second Brains Test to avoid the attack, and thus take no damage from it at all.

Note that if the alternative psyker rules for the *VOR* setting are in use, a ghosthelm has no effect: the psyker still loses all remaining MP if a 10 is rolled on the Brains Test.

Runes of Warding (+6 PV)

If an enemy using psychic powers, or the target of those powers, is within 6 inches of a model with runes of warding, the enemy psyker rolls 2D10 and uses the highest roll for the Brains Test.

Runes of Witnessing (+10 PV)

A psyker with these runes rolls 2D10 and uses the lowest roll for the Brains Test.

Spirit Stone (+3 PV)

A psyker with such a stone reduces the MP cost for the use of psychic powers by -1.

VEHICLE UPGRADES

Crystal Targeting Matrix

This device has no effect in *VOR*.

Holo-field (+8 PV)

When rolling on the *Vehicle Damage Table* (p. 91, *VOR Rulebook*), roll two D10s and take the lowest result.

Scythes (+6 PV)

If a model attacking the vehicle in melee combat rolls a critical miss, it is automatically subject to [Power: 5, AM: 0] damage.

Spirit Stone (+10 PV)

A vehicle that receives a Haywaire Electronics result may roll 1D10. On a roll of 5 or lower, the result is ignored.

Star Engines (+21 PV)

These engines give the vehicle 2D6 extra Move Points, which may only be used to move the vehicle in a straight line in the direction it is

pointing in at the moment the use of the engines is announced.

Vectored Engines (+6 PV for medium vehicles, +3 PV for heavy vehicles)

Reduce the vehicle's Turn Cost by 1 MP, to a minimum of 1.

ELDRAD ULTHRAN

MP: 10 CC: 8 RC: 8 POW: 4 BOD: 4 BRN: 5 GUT: 9 LIF: 3 AR: 7 SIZE: M

Point Value: 166

Availability: 1 per force; Eldrad Ulthran may only be used in an eldar force of 1,200 PV or more.

Structure: Individual; if a Seer Council is deployed as part of the same force as Eldrad Ulthran, he will be part of it and must adhere to squad coherency.

Equipment: Shuriken pistol, ghosthelm, runes of warding, runes of witnessing, spirit stone, rune armour

Options:

Retinue: Eldrad may be accompanied by a squad of warlocks.

Abilities:

Divination: After all players have deployed their models at the start of the game, roll 1D10 and divide the result by 3, rounding up and re-rolling on a 10. Eldrad's player may move the models of a number of his own squads, equal to the die roll, up to 6 inches from where they were originally deployed. No model may end up outside the player's deployment zone, however.

Rune armour: Eldrad may always make an Armor Test, even against attacks which normally negate this, such as a critical hit or weapons that do not allow an Armor Test. Any attack with an Armor Modifier of -2 or greater, or attacks that do not allow an Armor Test, are considered to have an Armor Modifier of -2.

Psychic Powers: Eldrad has the following psychic powers:

Eldritch Storm: If Eldrad succeeds at a Brains Test, place the 3-inch blast radius template with its center anywhere within 18" of Eldrad. Any model caught under the template takes damage and is rotated to face in a random direction (use the scatter dice method, p. 84, VOR Rulebook) if not knocked down. [MPC: 3, Uses/Turn: 1, Power: 3, AM: 0, Mode: knockdown]

Fortune: At any time during his activation, Eldrad may spend 2 MP to roll a Brains Test; if it succeeds, the player may choose an eldar model within 6 inches and in LOS of Eldrad. That model may re-roll one Armor Test or Body Test before Eldrad is next activated. The second roll must be used. Eldrad may employ the Fortune power more than once per turn, as long as he has sufficient MP to do so.

Guide: At any time during his activation, Eldrad may spend 2 MP to roll a Brains Test; if it succeeds, the player may choose an eldar model within 6 inches and in LOS of Eldrad. That model may re-roll one Ranged Combat Test before Eldrad is next activated. The second roll must be used. Eldrad may employ the Guide power more than once per turn, as long as he has sufficient MP to do so.

Mind War: By spending 4 MP, Eldrad may make a Brains Test. If this succeeds, pick an enemy model within 18" of Eldrad. That model and Eldrad both roll 1D10 and add their Guts statistics. If Eldrad's roll is higher, the target takes 1 point of damage for every 2 full points by which Eldrad beat his opponent. If the other model has the higher roll, there is no effect.

Staff of Ulthamar: This can be used as a melee weapon (use the statistics for a witchblade), or to enhance Eldrad's psychic powers, but can only be used as one of the two per turn. If used for the latter purpose, Eldrad may use a psychic power at half its normal MP cost (rounded down), provided he has already used at least one power at its normal cost during his current activation. The staff does allow him to use the Eldritch Storm power twice in a turn. The staff can only be used once per turn, however.

IYANNA ARIENAL

MP: 10 CC: 8 RC: 7 POW: 3 BOD: 3 BRN: 4 GUT: 8 LIF: 2 AR: 8 SIZE: M

Point Value: 95

Availability: 1 per force
Structure: Individual
Equipment: Shuriken pistol
Abilities:

Armour of Vault: Arienal's Armor Rating is always equal to her Guts statistic. She may always make an Armor Test, even against attacks which normally negate this, such as a critical hit or weapons that do not allow an Armor Test. Any attack with an Armor Modifier of -2 or greater, or attacks that do not allow an Armor Test, are considered to have an Armor Modifier of -2.

Destructor: Allows Arienal to make an [MPC: 5, Power: 5, AM: -1, Mode: splash template] attack.

Enhance: Adds +1 to the Close Combat statistic of all models in Arienal's squad. The Point Value of each model in Arienal's squad is increased by +1 due to this power; Arienal's own statistics are already adjusted.

Spear of Teuthlas: A singing spear with [Range: S 6/+1, M 12/—, L 18/-1].

Wraithguard: Arienal must be part of a wraithguard squad, taking the place of a normal warlock who could be attached to the unit.

NUADHU 'FIREHEART'

MP: 24 TC: 1 CC: 7 RC: 8 POW: 6 BOD: 5 LIF: 3 AR: 3(2)

Point Value: 114

Type: Light Flyer

Availability: 1 per force

Structure: Individual

Weapons: Shuriken cannon (360° firing arc), power weapon

Options: Nuadhu may be included in a jetbike squadron, in which case he must adhere to squad coherency.

Abilities:

Melee Attacks: The MP cost for Nuadhu to make melee attacks is modified by -2 MP per attack.

PHOENIX LORDS

All phoenix lords have the following statistics in common:

MP: 12 CC: 9 RC: 8 POW: 4 BOD: 4 BRN: 7 GUT: 9 LIF: 3 AR: 7 SIZE: M

Availability: 1 of each per force

Structure: Individual

Abilities:

Aspect: Phoenix lords may be attached to any eldar squad, in which case they must adhere to squad coherency.

Leader: If a phoenix lord is attached to a squad of its aspect (indicated in its statistics), the squad uses the phoenix lord's Guts statistic.

Melee Attacks: The MP cost for a phoenix lord to make melee attacks is modified by -2 MP per attack.

ASURMEN

Aspect: Dire Avengers

Point Value: 129

Equipment: Twin-linked shuriken catapults, diresword [Mode: May re-roll any failed attack except a roll of 10; the second result must be used]

Abilities:

Defend: When Asurmen is charged by an enemy model while he is holding an action, the exarch may choose to add to his own defense rather than make a free melee attack (p. 86, *VOR Rulebook*). The enemy model receives -1 CC and -1 Power modifiers for the attack.

Distract: Use of this power costs Asurmen 2 MP. Any one model in base-to-base contact with Asurmen, chosen by Asurmen's player, has the cost of its melee attacks raised by +1 MP until the end of its next activation.

Invulnerable: Asurmen may always make an Armor Test, even against attacks which normally negate

this, such as a critical hit or weapons that do not allow an Armor Test. Any attack with an Armor Modifier of -2 or greater, or attacks that do not allow an Armor Test, are considered to have an Armor Modifier of -2.

BAHARROTH

Aspect: Swooping Hawks

Point Value: 149

Equipment: Hawk's talon, power weapon, plasma grenades, Swooping Hawk grenade pack

Abilities:

Bounding Leap: When Baharroth wants to move into base-to-base contact with an enemy model, he receives an additional $(1D10 \div 2)$ MP, which may be used for movement only. This only applies if the controlling player announces Baharroth will charge, and he has sufficient MP to actually get into base-to-base contact without the extra MP. Additionally, Baharroth may move through the space occupied by an enemy model, which is normally prohibited (p. 78, *VOR Rulebook*).

Hawk Wings: Allows Baharroth to move as if equipped with a jump pack.

Sustained Assault: If Baharroth hits an enemy model with a melee attack, he may make an additional attack for only 1 MP (regardless of the attack's normal MP cost; Baharroth's -2 MP cost bonus for melee attacks does not apply). If this extra attack also hits, he may make another, and so on until he either misses or runs out of MP, whichever happens first. An attack is considered a hit if the CC Test succeeds, regardless of whether the Armor Test and/or Damage Test are successful.

Withdraw: Allows any member of Baharroth's squad to break from melee combat to do so without being hit by their opponent(s). No roll is required, though the model must still spend the 1 MP needed for the attempt. The Point Value of each model in Baharroth's squad is increased by +3 due to this power; Baharroth's own PV is already adjusted.

FUEGAN

Aspect: Fire Dragons

Point Value: 172

Equipment: Fire pike, haywire grenades, fire axe [**MPC:** 5 (includes -2 MP modifier), **Power:** 8, **AM:** -2]

Abilities:

Burning Fist: In melee combat, Fuegan's attacks are always considered to be [**AM:** no test]. Additionally, if Fuegan fails a Damage Test, except on a roll of 10, he may re-roll it. The second result must be used.

Fast Shot: The MP cost for Fuegan to fire ranged weapons is modified by -1 MP per attack.

Tank Hunter: When attacking a vehicle in melee or ranged combat, Fuegan may re-roll on the Vehicle Damage Table if the result is not to the player's liking. The second result must be used.

JAIN ZAR

Aspect: Howling Banshees

Point Value: 127

Equipment: Silent death [as web of skulls, **Power:** 5], executioner, banshee mask

Abilities:

Acrobatic: Jain Zar may move through the space occupied by an enemy model, which is normally prohibited (p. 78, *VOR Rulebook*).

Bounding Leap: When Jain Zar wants to move into base-to-base contact with an enemy model, he receives an additional $(1D10 \div 2)$ MP, which may be used for movement only. This only applies if the controlling player announces Jain Zar will charge, and he has sufficient MP to actually get into base-to-base contact without the extra MP.

War Shout: When used, costing Jain Zar 2 MP, all enemy models within 6 inches of him must succeed at a Guts Test or suffer a -1 modifier to their CC until the end of their next activation.

KARANDAS

Aspect: Striking Scorpions

Point Value: 104

Equipment: Shuriken pistol, power weapon, biting blade, scorpion's bite [MPC: 5, Power: 5, AM: 0]

Abilities:

Crushing Blow: Add +1 to Karandas' Power.

Stealth: Karandas' squad may deploy last (after all players have placed their models) and may be deployed anywhere on the battlefield. They must be deployed at least 10 inches away from enemy models. The Point Value of each model in Karandas' squad is increased by +1 due to this power; Karandas' own PV is already adjusted.

Surprise Assault: All members of Karandas' squad gain a +2 CC modifier when making a charge move into melee combat, instead of the normal +1. The Point Value of each model in Karandas' squad is increased by +1 due to this power; Karandas' own PV is already adjusted.

MAUGAN RA

Aspect: Dark Reapers

Point Value: 122

Equipment: Shuriken cannon, executioner

Abilities:

Crack Shot: By spending 2 MP extra when making a ranged attack, Maugan Ra may ignore the target's cover modifiers (to both the RC Test and the target's Armor Rating). Additionally, if the Damage Test for this attack fails (except on a roll of 10), Maugan Ra may re-roll it; the second result must be used.

Crushing Blow: Add +1 to Maugan Ra's Power for all purposes.

Fast Shot: The MP cost for Maugan Ra to fire ranged weapons is modified by -1 MP per attack. However, if he uses this reduction, he not also use the Crack Shot power on the same attack.

SPECIFIC CRAFTWORLD FORCES

As noted in *Codex: Craftworld Eldar*, forces can be created for specific craftworlds. Most of these do not need special rules aside from modified Availability statistics, which have been incorporated into the forcelist where necessary. Forces for the following craftworlds require some additional rules, however.

ALAITOC RANGERS

The total number of Guardian defender, Guardian storm, Guardian jetbike and Viper squads in a force of Alaitoc Rangers may not exceed the total number of path-finders and ranger squads.

Disruption

After all players have deployed their forces for the battle, roll 1D6 on the Ranger Disruption Table (page 24).

BIEL-TAN, IYANDEN & SAIM-HANN WILD RIDERS

Forces from these craftworlds do not have any special rules.

ULTHWÉ

Aspect warrior squads have an Availability of 1 squad per Guardian defender or Guardian storm squad.

If any Guardian defender and/or storm squads are deployed, one in every three (rounded up) must be upgraded to black guardians, as described in the Guardian squads' statistics.

ULTHWÉ STRIKE FORCE

An Ulthwé strike force does not use the changes set out for regular Ulthwé forces above. Instead, use the following rules: the only vehicles a strike force may include are Vypers and war walkers, and the force may have only one squad of aspect warriors (except Dark Reapers).

Webway Strike

For battles in the *Warhammer 40,000* universe, additional special rules apply.

For 15 Campaign Points, an Ulthwé force may purchase a wraithgate; once purchased, the Ulthwé force is considered a strike force and must use the special rules given for this type of force, above.

At the start of a game, half the Ulthwé strike force's squads (rounded up) are not deployed; the eldar player chooses which ones.

Once per game, one Ulthwé farseer or warlock that is not in base-to-base contact with an enemy may spend 6 MP to activate the gate. Place a spare 2-inch base in contact with the model to represent the wraithgate.

Once the wraithgate is on the table, roll 1D10 at the start of each turn for each squad that was not deployed initially. On a roll of 5 or less, the squad enters play; each model in the squad may be activated, and when it is, it is placed in base-to-base contact with the wraithgate. The whole squad must be deployed in a single turn, so with large squads the first models activated may have to move away to make room for the others.

A wraithgate is considered Impassable terrain but does not block LOS.

Tactical Withdrawal: Once a wraithgate has been set up on the battlefield, all Ulthwé strike force squads that are pushed back (*Morale Table*, p. 88, *VOR Rulebook*) must move toward the wraithgate. Until that time, they are pushed back according to the normal rules from the *Morale Table*. When any model from a pushed-back squad comes into base contact with the wraithgate, the entire squad is removed from the table.

Any guardian squads in the force are not pushed back for only a single turn, however, but must continue to move back each turn until they have reached the wraithgate or the edge of the table.

Waystones (+25 PV): One farseer or warlock may be equipped with a waystone. This model can once per turn re-roll the die to determine if a squad must be deployed, but only if the model itself is not on the battlefield yet. Additionally, the model can use the Eldritch Storm ability once per game.

VOR In games set in the Maelstrom, the wraithgate strike and tactical withdrawal rules do not apply—there is no webway in the Maelstrom, and so all squads in the force must be deployed and are pushed back as any other squad. An Ulthwé strike force inside the Maelstrom is assumed to have been drawn in when it had already become a strike force, and so the special rules for it do apply.

RANGER DISRUPTION TABLE

1D6	Effect
1	No effect.
2	A random enemy squad is removed from the table, and may only set up in the owning player's deployment zone before the start of turn 2 of the battle.
3	A random enemy squad is automatically knocked down at the start of the game.
4	An enemy squad chosen by the Alaitoc Rangers player is removed from the table, and may only set up in the owning player's deployment zone before the start of turn 2 of the battle.
5	An enemy squad chosen by the Alaitoc Rangers player is automatically knocked down at the start of the game.
6	One squad of rangers or pathfinders in the Alaitoc Rangers force may fire at an enemy unit of the Alaitoc Rangers player's choice, without need to check if they are in range or LOS. The shots are considered to be made at long range, and are resolved using normal ranged combat rules. Any effects caused by the attack are applied before the battle starts.