ELDAR DREADNOUGHT

VEHICLE DATA

D8 DAMAGE STRENGTH 6 RAM VALUE: -3 SAVE

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WEAPONS

CREW: SPECIAL

plasma gun (+30 pts.), scatter laser (+30 pts.), shuriken cannon upgraded to one of the following: distortion cannon (+25 pts.), or **flamer**, both with a front 90-degree arc of fire. Either arm may be per weapon. All weapons are fitted with targeters. Two arms fitted with **powerfists**, each with either a **shuriken catapult** (+20 pts.). These weapons may be mounted to a shoulder for +15 pts lascannon (+30 pts.), missile launcher w/ frag+krak (+30 pts.), heavy

WEAPON DATA

Weapon	Ran Short	ge Long	To Hit Short Lor	<u>6</u>	Save Strength Damage Modifier	Damage	Save Modifier	Armour Pene. Special	Special
Missile Launcher 0-20 20-72	r 0-20	20-72			Asn	As missile type.	type.		
Shuriken Cannon 0-20	0-20	20-40	±		51	P	ယ	D6+D4+5	D6+D4+5 Sustained 2D
Shuriken Cata.	0-12	12-24	±	ı	4	_	-2	D6+4	D6+4 Sustained 2D
Lascannon	0-20	20-60			9	2D6	ხ	3D6+9	•
Scatter Laser 0-20	0-20	20-60	è	ı	6	_	7	D6+6	D6+6 See Rules
Heavy Plasma	0-20	20-40			7	P	-2	D6+D4+7	D6+D4+7 1.5" Blast
(Max Power)	0-20 20-72	20-72	,	,	10	D10	-6	D10+D6+10 1.5" Blast	1.5" Blast

POINTS COST: 160 POINTS

5-6	4	ယ	1-2	D6
Head	Right Arm	Left Arm	Legs	Location
22	18	18	18	Front
18	18	18	18	mour Side/Rear

Leg Damage Table

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

Arm Damage Table

D6

- The arm is hit and partially paralyzed. Any ranged weapons incorporated into the arm may still be used, but the arm cannot be used to fight in close combat. Reduce the dreadnought's Attack characteristic by one.
- be used if you first roll a 4+ on a D6. Any weapons mounted on the arm are jammed or partially damaged and can only
- 3-5 are destroyed and the dreadnought's Attack characteristic is reduced by one point. The arm is torn from the dreadnought's body. Any weapons mounted on the arm
- Damage table to find out what effect this secondary explosion has. The arm is destroyed and any weapons mounted on it explode! The explosion flashes back to the dreadnought's hull, bypassing any armour. Roll on the Head

Head Damage Table

D6

- The dreadnought's controls are damaged, making it difficult to control. The dreadnought may only move or attack if it first rolls a 4+ on a D6. The Spirit Stone controlling the dreadnought is badly damaged. All of the dreadnought's characteristics are halved for the remainder of the game.
- The cooling pipes for the dreadnought are destroyed and the engine starts to overheat. Roll a D6 at the beginning of each player's turn: the machine explodes on a roll of 1 or 2. Any models within 3" suffer D6 Strength 10 hits with a -3 save
- 4-5 collapses wounds (no saves allowed) on any Eldar psyker within D6" of the dreadnought as it collapses to the ground. The sudden release of psychic energy will inflict D3 staggers D3" in a random direction, colliding with anything it moved into, and then The Spirit Stone controlling the dreadnought is destroyed. The dreadnought
- models within 3" suffer D6 Strength 10 hits with a -3 saving modifier The dreadnought's ammunition explodes. The dreadnought is destroyed and any

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ELDAR FALCON

VEHICLE DATA

STRENGTH 7 **D12 DAMAGE** RAM VALUE:

MOVEMENT:

-5 SAVE

FAST SPEED: 30" COMBAT SPEED: 20" SLOW SPEED: 8"



TYPE: SKIMMER

CREW: 1x GUARDIAN PILOT (BS 3) 1x GUARDIAN GUNNER (BS 3)

TRANSPORT: The Falcon may carry up to six Eldar. It may not carry Wraithguard or the Avatar.

WEAPONS

One **pulse laser** mounted in the turret with a 360-degree arc of fire. One heavy weapon: **scatter laser** (+35 pts), **heavy plasma gun** (+30 pts), **missile launcher** [frag, krak] (+30 pts), **shuriken cannon** (+15 pts). Twin-linked **shuriken catapults** with a 90-degree arc of fire to the front (replace with shuriken cannon +5 pts). All weapons are fitted with targeters.

WEAPON DATA

Shuriken Cata.	Shuriken Cannon 0-20	(Max Power)	Heavy Plasma	Scatter Laser 0-20	Missile Launcher 0-20	Pulse Laser	Weapon
0-12	0-20	0-20	0-20		0-20	0-20	Ra Short
0-12 12-24 +1	20-40	20-72	20-40	20-60	20-72	0-20 20-60	nge Long
±	±			·		,	To Hit Short Long
			•	•			Hit Long
4	O1	10	7	6	Asn	9	Save Strength Damage Modifier
_	7	D10	P 4	_	As missile type.	2D6	Damage
-2	မ	ხ	. 2	ᅩ	type.	ტ	Save Modifier
D6+4	D6+D4+5	D10+D6+10	D6+D4+7	D6+6		3D6+9	Armour Pene.
D6+4 Sustained 2D	D6+D4+5 Sustained 2D	D10+D6+10 1.5" Blast	D6+D4+7 1.5" Blast	D6+6 See Rules		3D6+9 Sustained 1D	Special

POINTS COST: 193 POINTS + WEAPONS

D6	Location	Front	rmour Side/Rear
1	Grav Motor	18	18
2-4	풀	18	18
5-6	Turret	18	18

Grav Motor Damage Table

- 14 The grav engines are damaged. The vehicle may only move at slow speed for the remainder of the game.
- 6 The grav motors are destroyed, sending the vehicle crashing to the ground (see Crashing

Hull Damage Table

- D6 The pilot is killed. If the gunner is alive he will take over control of the vehicle. This
- means he will not be able to fire the turret weapons.
- 2-3 A large explosion tears through the troop compartment. Roll a D6 for each model in the transport section. On a roll of 4+ they are hit and killed.

 The vehicle's engines explode, killing all the models on board. The vehicle is spun
- around to face a random direction by the force of the blast, and then crashes (see Crashing below)
- models on board. The flaming wreck crashes (see Crashing below) and then explodes. All models within 3" of the vehicle suffer damage as if hit by a heavy flamer. The vehicle's ammunition is hit and explodes, destroying the vehicle mid-air. The vehicle A criticality in the vehicle's power cells causes the vehicle to burst into flames, killing all
- 10 hits with a -3 save modifier. is destroyed and all models on board are killed. Any models within 3" suffer D6 Strength

Turret Damage Table

- The main turret weapon is damaged and may only be used if you first roll a 4+ on a D6. The main turret weapon is destroyed and may not be used for the remainder of the game.
- modifier. direction. Any units struck by the falling turret suffer D6 Strength 9 hits with a -6 save models on board are killed and the turret is blown off, scattering 2D6" in a random The turret gunner is killed, and the main turret weapon may no longer be fired.

 The turret explodes, and the vehicle is destroyed, crashing (see Crashing below). All the

Crashing

on board have not been killed for some other reason, then they may dismount using the normal If the vehicle is flying at slow speed when it crashes it will simply hit the ground. If any models

If the vehicle is moving at combat or fast speed then it will crash into the ground and plough forward 3D6" before coming to a halt. Any models in the path of the vehicle will be struck as if colliding with the vehicle. Roll a D6 for each model on board, on a 4+ they are killed in the crash. Survivors may dismount using the normal rules.

ELDAR FIRE PRISM

VEHICLE DATA

STRENGTH 7 **D12 DAMAGE** RAM VALUE: -5 SAVE

MOVEMENT:

FAST SPEED: 30" COMBAT SPEED: 20" SLOW SPEED: 8"

TYPE: SKIMMER

CREW: 1x GUARDIAN PILOT (BS 3) 1x GUARDIAN GUNNER (BS 3)

WEAPONS

at an additional cost of +5 points. degree arc to the front of the vehicle. All weapons are fitted with targeters. Crystal Targeting Matrix). One twin-linked shuriken catapult with 90-One prism cannon mounted in the turret with a 360-degree arc (includes The twin-linked **shuriken catapults** may be replaced with a **shuriken cannon**

WEAPON DATA

POINTS COST: 215 POINTS

Grav Motor Damage Table

- The grav engines are damaged. The vehicle may only move at slow speed for the
- The grav motors are destroyed, sending the vehicle crashing to the ground (see Crashing

5-6 <u>4</u> 5

remainder of the game.

Hull Damage Table

- The pilot is killed. If the gunner is alive he will take over control of the vehicle. This means he will not be able to use the turret weapons.
- each subsequent Movement Phase. On a roll of 4+ the vehicle moves as normal. A large explosion tears through the vehicle's power cells. Roll a D6 at the beginning of result of 1,2 or 3 and the vehicle moves out of control for that turn.
- around to face a random direction by the force of the blast, and then crashes The vehicle's engines explode, killing all the models on board. The vehicle is spun see Crashing below)
- All models within 3" of the vehicle suffer damage as if hit by a heavy flamer. models on board. The flaming wreck crashes (see Crashing below) and then explodes. A criticality in the vehicle's power cells causes the vehicle to burst into flames, killing all
- 10 hits with a -3 save modifier. The vehicle's ammunition is hit and explodes, destroying the vehicle mid-air. The vehicle is destroyed and all models on board are killed. Any models within 3" suffer D6 Strength

Turret Damage Table

- The main turret weapon is damaged and may only be used if you first roll a 4+ on a D6. The main turret weapon is destroyed and may not be used for the remainder of the game.
- The turret explodes, and the vehicle is destroyed, crashing (see Crashing below). All the models on board are killed and the turret is blown off, scattering 2D6" in a random direction. Any units struck by the falling turret suffer D6 Strength 9 hits with a -6 save The turret gunner is killed, and the main turret weapon may no longer be fired

have not been killed for some other reason, then they may dismount using the normal rules. If the vehicle is flying at slow speed when it crashes it will simply hit the ground. If any models on board

If the vehicle is moving at combat or fast speed then it will crash into the ground and plough forward 3D6" before coming to a halt. Any models in the path of the vehicle will be struck as if colliding with the vehicle. Roll a D6 for each model on board, on a 4+ they are killed in the crash. Survivors may dismount using the normal rules.

ELDAR HORNET

VEHICLE DATA

STRENGTH 6 D6 DAMAGE RAM VALUE: 4 SAVE

MOVEMENT:

COMBAT SPEED: 15" SLOW SPEED: 10"

FAST SPEED: 30"

TYPE: SKIMMER





WEAPONS

plasma gun (+15 pts), lascannon (+20 pts), missile launcher w/ one may be replaced with the following: scatter laser (+20 pts), heavy with a targeter. frag+krak (+20 pts), light pulse laser (+25 pts). All weapons are fitted Two **shuriken cannons** with a 90-degree arc of fire to the front. Each

WEAPON DATA

(Max Power)	Heavy Plasma	Scatter Laser 0-20	Lascannon	Light Pulse Laser 0-20	Shuriken Cannon 0-20	Missile Launcher 0-20	Weapon
0-20	0-20		0-20			0-20	Rar Short
0-20 20-72	20-40	20-60	20-60	20-40	20-40	20-72	nge Long
•		r			±		To Hit Short Long
	ı	6					Long
10	7	6	9	7	51	A	Save Strength Damage Modifier
D10	D 4	_	2D6	D6	D4	As missile type.	Damage 1
ტ	2	ᅺ	မ	4	င်	le typ	Save Modifier
D10+D6+10 1.5" Blast	D6+D4+7	D6+6	3D6+9	2D6+7	D6+D4+5	e.	Armour Pene.
1.5" Blast	D6+D4+7 1.5" Blast	D6+6 See Rules	•	2D6+7 Sustained 1D	D6+D4+5 Sustained 2D		Special

POINTS COST: 90 POINTS

	6	1 2-5	D6
: Strike weapon nearest attacker	Weapons	Grav Motor Hull	Location
nearest atta	14	16 16	Front
icker.	14	16 6	Armour Side/Rear

Grav Motor Damage Table

- 1-6 4 speed for the remainder of the game. The grav motors are damaged. The Hornet may only move at Slow
- 5-6 ground (see Crashing below) The grav motors are destroyed, sending the Hornet crashing into the

Hull Damage Table

D6

- roll a D6. On a roll of 1-3 the Hornet moves out-of-control. On a roll of Hornet moves out-of-control next turn and then resumes normal control The stabilizing controls are damaged. Each turn that the Hornet moves The pilot is injured, but able to recover his control of the Hornet. The
- 3-5 The pilot is killed and the Hornet crashes into the ground (see Crashing

4-6, the Hornet moves as normal.

Strength 6 hits with a -3 save modifier. crashes (See Crashing below), and all models within 3" suffer D6 The Hornet explodes into a ball of fire, killing the pilot. The Hornet

Weapons Damage Table

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- if you first roll a 4+ on a D6. The weapon controls become damaged. This weapon may only be fired
- The weapon is destroyed.
- 6 2-5 The weapon is destroyed, and the subsequent ammunition explosion ripples through the hull. Roll on the Hull Damage Table.

Crashing

If the vehicle is flying at slow speed when it crashes it will simply hit the ground. If any models on board have not been killed for some other reason, then they may dismount using the normal

If the vehicle is moving at combat or fast speed then it will crash into the ground and plough forward 3D6" before coming to a halt. Any models in the path of the vehicle will be struck as if colliding with the vehicle. Roll a D6 for each model on board, on a 4+ they are killed in the crash. Survivors may dismount using the normal rules.

ELDAR JETBIKE

VEHICLE DATA

RAM VALUE:

-2 SAVE **D4 DAMAGE** STRENGTH 5

MOVEMENT:

FAST SPEED: 35" **COMBAT SPEED: 18"** SLOW SPEED: 10"

CREW: 1x ELDAR RIDER TYPE: SKIMMER, BIKE



WEAPONS

cannon for a cost of +5 pts. Twin linked **shuriken catapult** fitted with a **targeter** firing in a 90-degree frontal arc. The **shuriken catapults** may be replaced with a single **shuriken**

WEAPON DATA

Sustained 2D	D6+D4+5	င်	5 D4	S		±	20-40	0-20	Shuriken Cannon 0-20 20-40 +1
D6+4 Sustained 1D	D6+4	'n	۱ ـ	4		±	0-12 12-24 +1	0-12	Shuriken Cata.
Special	Armour Pene.	Save Modifier	Save strength Damage Modific	10	Hit Long	To Hit Short Long		Range Short Long	Weapon

POINTS COST: 20 POINTS + RIDER

12 10	Jetbike	3-6
See Below	Eldar Rider	1-2
Armour Front Side/Rear	Location	D6

BIKE DAMAGE TABLE

- → **D**6
- 2 bike may only move at slow speed. The jetbike's weapons are destroyed and may no longer be used.

 The bike grav motor is damaged, reducing its power output. From now on the
- able to control the jetbike and it moves normally. On a roll of 1-3 the bike the start of each of the bike's movement phases. On a roll of 4+ the rider is moves out of control for that turn. The jetbike's controls are damaged, making it difficult to control. Roll a D6 at
- suffer damage if the bike was moving more than 10" in its previous turn. The jetbike's engine cuts out and it crashes D6" away in a random direction. Anybody under the bike when it lands takes D3 Strength 6 hits with a -2 save modifier. The rider is able to leap from the jetbike before it crashes, but will
- lands takes D3 Strength 6 hits with a -2 save modifier. the ground 2D6" away in a random direction. Anybody under the bike when it The jetbike's engine explodes, killing the rider. The wreck comes crashing to
- თ crashing jetbike suffer D3 Strength 8 hits with a -3 save modifier. hurtles out-of-control next turn and then explodes. All models within 3" of the The jetbike's grav motor ignites, killing the rider. The flaming wreckage

RIDER DAMAGE TABLE

the table. killed then the jetbike will move out of control until it is destroyed, crashes, or leaves Roll to see if the rider is killed using the normal shooting rules. If the rider is

ELDAR NIGHT SPINNER

VEHICLE DATA

RAM VALUE:

STRENGTH 7 -5 SAVE **D12 DAMAGE**

MOVEMENT:

FAST SPEED: 30" COMBAT SPEED: 20" SLOW SPEED: 8"



TYPE: SKIMMER

CREW: 1x GUARDIAN PILOT (BS 3) 1x GUARDIAN GUNNER (BS 3)

WEAPONS

additional cost of +5 points. shuriken catapults may be replaced with a shuriken cannon at an vehicle. All weapons are fitted with targeters. The twin-linked twin-linked shuriken catapult with 90-degree arc to the front of the One doom weaver mounted in the turret with a 360-degree arc. One

Doom Weaver		Guess 12-72"	s 12-7	2"			<u>-</u> 2	200	3" Blast*
Shuriken Cannon 0-20 20-40 +1	0-20	20-40	ţ		σı	5 D4 -3	ယ	D6+D4+5	D6+D4+5 Sustained 2D
Shuriken Cata. 0-12 12-24 +1 -	0-12	12-24	<u>+</u>	•	4	_	-2	D6+4	D6+4 Sustained 2D

*: Treat as Monofilament Gun from Eldar Codex

POINTS COST: 190 POINTS

18		18	Turret	5-6
18		18	Ħ	2-4
18		18	Grav Motor	_
our Side/Rear	Arm	Front	Location	D6

Grav Motor Damage Table

14 remainder of the game. The grav engines are damaged. The vehicle may only move at slow speed for the

The grav motors are destroyed, sending the vehicle crashing to the ground (see Crashing

Hull Damage Table

- means he will not be able to use the turret weapons. The pilot is killed. If the gunner is alive he will take over control of the vehicle. This
- 2-3 A large explosion tears through the vehicle's power cells. Roll a D6 at the beginning of each subsequent Movement Phase. On a roll of 4+ the vehicle moves as normal.
- result of 1,2 or 3 and the vehicle moves out of control for that turn.

 The vehicle's engines explode, killing all the models on board. The vehicle is spun around to face a random direction by the force of the blast, and then crashes (see Crashing below)
- A criticality in the vehicle's power cells causes the vehicle to burst into flames, killing all
- models on board. The flaming wreck crashes (see Crashing below) and then explodes. All models within 3" of the vehicle suffer damage as if hit by a heavy flamer. The vehicle's ammunition is hit and explodes, destroying the vehicle mid-air. The vehicle is destroyed and all models on board are killed. Any models within 3" suffer D6 Strength 10 hits with a -3 save modifier.

Turret Damage Table

- The main turret weapon is damaged and may only be used if you first roll a 4+ on a D6. The main turret weapon is destroyed and may not be used for the remainder of the game The turret gunner is killed, and the main turret weapon may no longer be fired
- The turret explodes, and the vehicle is destroyed, crashing (see Crashing below). All the models on board are killed and the turret is blown off, scattering 2D6" in a random direction. Any units struck by the falling turret suffer D6 Strength 9 hits with a -6 save

If the vehicle is flying at slow speed when it crashes it will simply hit the ground. If any models on board have not been killed for some other reason, then they may dismount using the normal rules

dismount using the normal rules vehicle. Roll a D6 for each model on board, on a 4+ they are killed in the crash. Survivors may 3D6" before coming to a halt. Any models in the path of the vehicle will be struck as if colliding with the If the vehicle is moving at combat or fast speed then it will crash into the ground and plough forward

ELDAR VYPER JETBIKE

VEHICLE DATA

STRENGTH 6 -3 SAVE **D6 DAMAGE** RAM VALUE:

MOVEMENT:

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



1x GUARDIAN GUNNER (BS 3)

WEAPONS

arc: a shuriken cannon (+15 pts.); a heavy plasma gun (+30 pts.); a lascannon (+35 pts.); a scatter laser (+35 pts.). The shuriken catapults arc, and one of the following equipped with a targeter and a 180-degree front may be exchanged for a single shuriken cannon for +5 pts Twin-linked shuriken catapults fitted with a targeter and a front 90-degree

WEAPON DATA

To Hit Save Short Long Strength Damage Modifier

(Max Power)	Heavy Plasma 0-20	Scatter Laser 0-20	Lascannon	Shuriken Cata.	Shuriken Cannon 0-20
0-20	0-20	0-20	0-20	0-12	0-20
0-20 20-72	0 20-40	20-60	20-60	12-24	20-40
•	٠	٠	٠	<u>‡</u>	±
٠				٠	٠
10	7	6	9	4	OI
D10	P 4	_	2D6	_	P
မ	'n	ᅩ	6	'n	ယ်
D10+D6+10 1.5" Blast	D6+D4+7	D6+6	3D6+9	D6+4	D6+D4+5
1.5" Blast	D6+D4+7 1.5" Blast	See Rules	•	Sustained 2D	D6+D4+5 Sustained 2D

POINTS COST: 45 POINTS

						•	
			-				
	2	_	D6				
platform is in	The gunner's	The Vyper's s			4-6	1-3	D6
platform is installed the attack strikes the rider on the platform resolve	The gunner's weapon is destroyed and may no longer be used. If a fighti	The Vyper's shuriken catapults are destroyed and may no longer be used	VYPER DAMAGE TABLE	*Hit the one nearest the attacker	Vyper	Crew*	Location
kes the rider on the	and may no longer	edestroyed and ma	AGE TABLE	est the attacker	12	See I	Front
a platform resolve	r be used. If a fighti	ay no longer be used			6	See Below	Armour Side/Rear

- platform is installed, the attack strikes the rider on the platform resolve as
- able to control the jetbike and it moves normally. On a roll of 1-3 the bike the start of each of the bike's movement phases. On a roll of 4+ the rider is The Vyper's controls are damaged, making it difficult to control. Roll a D6 at moves out of control for that turn.
- will suffer damage if the bike was moving more than 10" in its previous move save modifier. The crew is able to leap from the Vyper before it crashes, but Anybody under the Vyper when it lands takes D3 Strength 6 hits with a -2 The Vyper's engine cuts out and it crashes 2D6" away in a random direction
- it lands takes D3 Strength 6 hits with a -2 save modifier. the ground 2D6" away in a random direction. Anybody under the wreck when The Vyper's engine explodes, killing the crew. The wreck comes crashing to
- crashing Vyper suffer D3 Strength 8 hits with a -3 save modifier. out-of-control next turn and then explodes. All models within 3" of the The Vyper's grav motor ignites, killing the rider. The flaming wreckage hurtles

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CREW DAMAGE TABLE

the Vyper, suffering wounds/damage if the Vyper exceeded 10" of movement. If the leaves the table. If the pilot is slain, the gunner may attempt to climb into the cockpit – this requires a roll of a 4+ on a D6. If this roll is failed the gunner falls off crewmen are Toughness 3, wearing Mesh Armour (5+ save) with 1 wound each. If the pilot is slain the vehicle will move out of control until it is destroyed, crashes or Roll to see if the crewman is killed using the normal shooting rules. Normal Vyper becomes useless. gunner is slain, the pilot may only fire forward mounted weapons and the turret

ELDAR WARWALKER

VEHICLE DATA

STRENGTH 6 **D6 DAMAGE** RAM VALUE:

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4	_
12	Þ
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CREW: 1x GUARDIAN PILOT (BS 3)



WEAPONS

weapons are fitted with targeters and have a 90-degree arc to the front missile launcher (frag/krak), +35 pts., shuriken cannon +20 pts. Both scatter laser, +35 pts., lascannon, +35 pts., heavy plasma gun, +30 pts., The War Walker is armed with two weapons chosen from the following list:

WEAPON DATA

(Max Power)	Heavy Plasma	Scatter Laser 0-20 20-60	Lascannon	Shuriken Cannon 0-20 20-40 +1 -	Missile Launcher 0-20 20-72	Weapon
0-20	0-20	0-20	0-20	0-20	0-20	Ra Short
0-20 20-72	20-40	20-60	0-20 20-60	20-40	20-72	Range Short Long
•		ř.		÷		To Short
	•	•				To Hit hort Long
10	7	6	9	Œ	ь	To Hit Save Short Long Strength Damage Modifier
D10	D4	_	2D6	P	As missile type.	Damage
გ	'n	7	6	င်	ile typ	Save Modifier
D10+D6+10 1.5" Blast	D6+D4+7	D6+6	3D6+9	D6+D4+5	e.	Armour Pene. Special
1.5" Blast	D6+D4+7 1.5" Blast	D6+6 See Rules	•	5 D4 -3 D6+D4+5 Sustained 2D		Special

POINTS COST: 80 POINTS

		5-6	3-4	1-2	D6
The Eldar is hit from the front. Engine from rear	*The weapon nearest the attacker is hit	6 Eldar / Engine	4 Weapon*	2 Legs	6 Location
front. Engine fr	attacker is hit	Special	18	18	Armour Front Side
om rear		18	18	18	mour Side/Rear

Leg Damage Table

- The inch thick wraithbone plates on the War Walker's leg hold, but the force of the blow slows it down. The War Walker may not move in its next turn.
- The War Walker is knocked sprawling. It staggers D3" in a random direction,
- 5-6
- colliding with anything moved into.

 The leg is seriously damaged. The War Walker may only limp 1D3" per turn.

 The leg is blown off and the War Walker crashes to the ground. It may not move or attack for the rest of the game and is effectively destroyed.

Weapon Damage Table

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

Engine Damage Table

D6

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

Eldar Damage Table

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

ELDAR WAVE SERPENT

VEHICLE DATA

RAM VALUE:

D12 DAMAGE STRENGTH 7 -5 SAVE

MOVEMENT:

COMBAT SPEED: 20" SLOW SPEED: 8"

FAST SPEED: 30"

TYPE: SKIMMER



TRANSPORT: The Wave Serpent may carry up to 11 Eldar. It may not WEAPONS carry an Avatar. Wraithguard count as two models each

shuriken cannon for +5 points). All weapons are equipped with a targeter. catapult with a 90-degree arc to the front of the vehicle (may be replaced by a linked shuriken cannons may be replaced by one of the following: twin-linked One twin-linked shuriken cannon in the turret with a 360-degree arc. The twinlasers, +25 pts., twin-linked missile launchers, +20 pts. One twin-linked shuriken lascannons, +25 pts., twin-linked heavy plasma gun, +20 pts., twin-linked scatter

WEAPON DATA

Weapon	Short	Short Long Short Long Strength Damage Modifier	Short Lor	Long	Strength	Damage	Save Modifier	Armour Pene. Special	Special
Missile Launcher 0-20 20-72	0-20	20-72			,	As missile type.	e type.		
Shuriken Cannon 0-20	0-20	0 20-40	÷		GI	D4	డు	D6+D4+5	D6+D4+5 Sustained 2D
Shuriken Cata.	0-12	12-24	±	ı	4	_	-2	D6+4	D6+4 Sustained 2D
Lascannon	0-20	20-60			9	2D6	გ	3D6+9	•
Scatter Laser	0-20	20-60	i	ı	6	_	ᅩ	D6+6	D6+6 See Rules
Heavy Plasma 0-20		20-40		٠	7	D4	' 2	D6+D4+7	D6+D4+7 1.5" Blast
(Max Power)	0-20 20-72	20-72			10	D10	-6	D10+D6+10 1.5" Blast	1.5" Blast

POINTS COST: 185 POINTS

5-6 Turret 18* 18		1 Grav Motor 18* 18	Armour D6 Location Front Side/Rear
18	18	18	ur ide/Rear

*Attacks against the front 90-degree arc reduce AP rolls by 1D6

Grav Motor Damage Table

- The grav engines are damaged. The vehicle may only move at slow speed for the remainder of the game
- 5-6 The grav motors are destroyed, sending the vehicle crashing to the ground (see Crashing

Hull Damage Table

- not both The pilot is wounded. Each turn the pilot may Move the vehicle or use its turret weapons
- 2-3 A large explosion tears through the troop compartment. Roll a D6 for each model in the
- transport section. On a roll of 4+ they are hit and killed.

 The vehicle's engines explode, killing all the models on board. The vehicle is spun around to face a random direction by the force of the blast, and then crashes (see Crashing below)
- models on board. The flaming wreck crashes (see Crashing below) and then explodes. A criticality in the vehicle's power cells causes the vehicle to burst into flames, killing all
- 10 hits with a -3 save modifier. All models within 3" of the vehicle suffer damage as if hit by a heavy flamer. The vehicle's ammunition is hit and explodes, destroying the vehicle mid-air. The vehicle is destroyed and all models on board are killed. Any models within 3" suffer D6 Strength

Turret Damage Table

- The turret weapon is damaged and may only be used if you first roll a 4+ on a D6
- The turret weapon is destroyed and may not be used for the remainder of the game.
- The turret explodes, and the vehicle is destroyed, crashing (see Crashing below). All the models on board are killed and the turret is blown off, scattering 2D6" in a random direction. Any units struck by the falling turret suffer D6 Strength 9 hits with a -6 save

Crashing

on board have not been killed for some other reason, then they may dismount using the normal If the vehicle is flying at slow speed when it crashes it will simply hit the ground. If any models

If the vehicle is moving at combat or fast speed then it will crash into the ground and plough forward 3D6" before coming to a halt. Any models in the path of the vehicle will be struck as if colliding with the vehicle. Roll a D6 for each model on board, on a 4+ they are killed in the crash. Survivors may dismount using the normal rules