

ELDAR DREADNOUGHT



VEHICLE DATA

RAM VALUE:
STRENGTH 6
D8 DAMAGE
-3 SAVE

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

CREW: SPECIAL

WEAPONS

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

WEAPON DATA

Weapon	Range	To Hit	Strength	Damage	Modifier	Save	Armour	Special
	Short	Long	Short	Long			Pene.	
Missile Launcher	0-20	20-72			As missile type.			
Shuriken Cannon	0-20	20-40	+1	-	5	D4	-3	D6+D4+5 Sustained 2D
Shuriken Cata.	0-12	12-24	+1	-	4	1	-2	D6+4 Sustained 2D
Lascannon	0-20	20-60	-	-	9	2D6	-6	3D6+9 -
Scatter Laser	0-20	20-60	-	-	6	1	-1	D6+6 See Rules
Heavy Plasma	0-20	20-40	-	-	7	D4	-2	D6+D4+7 1.5" Blast
(Max Power)	0-20	20-72	-	-	10	D10	-6	D10+D6+10 1.5" Blast

POINTS COST: 160 POINTS

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

Leg Damage Table

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

Arm Damage Table

- 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.
- Any weapons mounted on the arm are jammed or partially damaged and can only be used if you first roll a 4+ on a D6.
- 3-5 The arm is torn from the dreadnought's body. Any weapons mounted on the arm are destroyed and the dreadnought's Attack characteristic is reduced by one point. 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 Damage table to find out what effect this secondary explosion has.

Head Damage Table

- 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 modifier.
- 4-5 The Spirit Stone controlling the dreadnought is destroyed. The dreadnought staggers D3" in a random direction, colliding with anything it moved into, and then collapses to the ground. The sudden release of psychic energy will inflict D3 wounds (no saves allowed) on any Eldar psyker within D6" of the dreadnought as it collapses.
- 6 The dreadnought's ammunition explodes. The dreadnought is destroyed and any models within 3" suffer D6 Strength 10 hits with a -3 saving modifier.

ELDAR FALCON



VEHICLE DATA

RAM VALUE:

STRENGTH 7
D12 DAMAGE

-5 SAVE

MOVEMENT:

SLOW SPEED: 8"

COMBAT SPEED: 20"

FAST SPEED: 30"

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

Weapon	Range		To Hit		Strength	Damage	Save	Armour	Special
	Short	Long	Short	Long					
Pulse Laser	0-20	20-60	-	-	9	2D6	-6	3D6+9	Sustained 1D
Missile Launcher	0-20	20-72	-	-	As missile type.				
Scatter Laser	0-20	20-60	-	-	6	1	-1	D6+6	See Rules
Heavy Plasma	0-20	20-40	-	-	7	D4	-2	D6+D4+7	1.5" Blast
(Max Power)	0-20	20-72	-	-	10	D10	-6	D10+D6+10	1.5" Blast
Shuriken Cannon	0-20	20-40	+1	-	5	D4	-3	D6+D4+5	Sustained 2D
Shuriken Cata.	0-12	12-24	+1	-	4	1	-2	D6+4	Sustained 2D

POINTS COST: 198 POINTS + WEAPONS

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

Grav Motor Damage Table

- 1-4** 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 below)

Hull Damage Table

- 1** 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.
- 4** 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)
- 5** A critically 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.
- 6** 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

- 1** The main turret weapon is damaged and may only be used if you first roll a 4+ on a D6.
- 2** The main turret weapon is destroyed and may not be used for the remainder of the game.
- 3** The turret gunner is killed, and the main turret weapon may no longer be fired.
- 4-6** 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 modifier.

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 rules.

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

RAM VALUE:

STRENGTH 7
D12 DAMAGE
-5 SAVE

MOVEMENT:

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

TYPE: SKIMMER

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

WEAPONS

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

WEAPON DATA

Weapon	Range		To Hit		Strength	Damage	Modifier	Save	Armour	Special
	Short	Long	Short	Long						
Prism Cannon	0-20	20-60	-	-	9	2D6	-6	3D6+9	2" Blast	
Shuriken Cannon	0-20	20-40	+1	-	5	D4	-3	D6+D4+5	Sustained 2D	
Shuriken Cata.	0-12	12-24	+1	-	4	1	-2	D6+4	Sustained 2D	



POINTS COST: 215 POINTS

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

Grav Motor Damage Table

- 1-4 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 below).

Hull Damage Table

- 1 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 use the turret weapons.
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. A result of 1, 2 or 3 and the vehicle moves out of control for that turn.
4 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).
5 A critically 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.
6 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

- 1 D6 The main turret weapon is damaged and may only be used if you first roll a 4+ on a D6.
2 The main turret weapon is destroyed and may not be used for the remainder of the game.
3 The turret gunner is killed, and the main turret weapon may no longer be fired.
4-6 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 modifier.

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 rules.
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

RAM VALUE:
STRENGTH 6
D6 DAMAGE
-4 SAVE

MOVEMENT:
SLOW SPEED: 10"
COMBAT SPEED: 15"
FAST SPEED: 30"

TYPE: SKIMMER

CREW: 1x GUARDIAN PILOT (BS 3)



WEAPONS

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

WEAPON DATA

Weapon	Range	To Hit	Save	Armour	Special
	Short	Long	Short	Long	Strength Damage Modifier
<i>As missile type.</i>					
Missile Launcher	0-20	20-72	-	5	D4 -3 D6+D4+5 Sustained 2D
Shuriken Cannon	0-20	20-40	-	7	D6 -4 2D6+7 Sustained 1D
Light Pulse Laser	0-20	20-40	-	9	2D6 -6 3D6+9 -
Lascannon	0-20	20-60	-	6	1 -1 D6+6 See Rules
Scatter Laser	0-20	20-60	-	7	D4 -2 D6+D4+7 1.5" Blast
Heavy Plasma	0-20	20-40	-	10	D10 -6 D10+D6+10 1.5" Blast
(Max Power)	0-20	20-72	-	-	-

POINTS COST: 90 POINTS

D6	Location	Front	Armour	Side/Rear
1	Grav Motor	16	16	16
2-5	Hull	16	16	16
6	Weapons*	14	14	14

*: Strike weapon nearest attacker.

D6 Grav Motor Damage Table

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

D6 Hull Damage Table

1 The pilot is injured, but able to recover his control of the Hornet. The Hornet moves out-of-control next turn and then resumes normal control. The stabilizing controls are damaged. Each turn that the Hornet moves, roll a D6. On a roll of 1-3 the Hornet moves out-of-control. On a roll of 4-6, the Hornet moves as normal.
3-5 The pilot is killed and the Hornet crashes into the ground (see Crashing below).
6 The Hornet explodes into a ball of fire, killing the pilot. The Hornet crashes (See Crashing below), and all models within 3" suffer D6 Strength 6 hits with a -3 save modifier.

D6 Weapons Damage Table

1 The weapon controls become damaged. This weapon may only be fired if you first roll a 4+ on a D6.
2-5 The weapon is destroyed.
6 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 rules.

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:
STRENGTH 5
D4 DAMAGE
-2 SAVE

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

TYPE: SKIMMER, BIKE

CREW: 1x ELDAR RIDER



WEAPONS

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 cannon** for a cost of +5 pts.

WEAPON DATA

Weapon	Range		To Hit		Strength	Damage	Modifier	Save	Armour		Special
	Short	Long	Short	Long					Pene.		
Shuriken Cata.	0-12	12-24	+1	-	4	1	-2	D6+4	Sustained 1D		
Shuriken Cannon	0-20	20-40	+1	-	5	D4	-3	D6+D4+5	Sustained 2D		

POINTS COST: 20 POINTS + RIDER

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

BIKE DAMAGE TABLE

- 1 The jetbike's weapons are destroyed and may no longer be used.
- 2 The bike's grav motor is damaged, reducing its power output. From now on the bike may only move at slow speed.
- 3 The jetbike's controls are damaged, making it difficult to control. Roll a D6 at the start of each of the bike's movement phases. On a roll of 4+ the rider is able to control the jetbike and it moves normally. On a roll of 1-3 the bike moves out of control for that turn.
- 4 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 suffer damage if the bike was moving more than 10" in its previous turn.
- 5 The jetbike's engine explodes, killing the rider. The wreck comes crashing to the ground 2D6" away in a random direction. Anybody under the bike when it lands takes D3 Strength 6 hits with a -2 save modifier.
- 6 The jetbike's grav motor ignites, killing the rider. The flaming wreckage hurtles out-of-control next turn and then explodes. All models within 3" of the crashing jetbike suffer D3 Strength 8 hits with a -3 save modifier.

RIDER DAMAGE TABLE

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

ELDAR NIGHT SPINNER

VEHICLE DATA

RAM VALUE:

STRENGTH 7
D12 DAMAGE
-5 SAVE

MOVEMENT:

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

TYPE: SKIMMER

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



WEAPONS

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

WEAPON DATA

Weapon	Range		To Hit		Strength	Damage	Modifier	Save	Armour	
	Short	Long	Short	Long					Pene.	Special
Doom Weaver		Guess 12-72"						-2		3" Blast*
Shuriken Cannon	0-20	20-40	+1	-	5	D4	-3	D6+D4+5	Sustained 2D	
Shuriken Cata.	0-12	12-24	+1	-	4	1	-2	D6+4	Sustained 2D	

*: Treat as Monofilament Gun from Eldar Codex

POINTS COST: 190 POINTS

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

Grav Motor Damage Table

- 1-4 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 below)

Hull Damage Table

- 1 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 use the turret weapons.
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. A result of 1, 2 or 3 and the vehicle moves out of control for that turn.
4 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)
5 A critically 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.
6 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

- 1 D6 The main turret weapon is damaged and may only be used if you first roll a 4+ on a D6.
2 The main turret weapon is destroyed and may not be used for the remainder of the game.
3 The turret gunner is killed, and the main turret weapon may no longer be fired.
4-6 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 modifier.

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 rules.

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 VYPER JETBIKE

VEHICLE DATA

RAM VALUE:

STRENGTH 6
D6 DAMAGE
-3 SAVE

MOVEMENT:

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

TYPE: SKIMMER

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

WEAPONS

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

WEAPON DATA

Weapon	Range		To Hit		Strength	Damage	Save	Armour	Special
	Short	Long	Short	Long					
Shuriken Cannon	0-20	20-40	+1	-	5	D4	-3	D6+D4+5	Sustained 2D
Shuriken Cata.	0-12	12-24	+1	-	4	1	-2	D6+4	Sustained 2D
Lascannon	0-20	20-60	-	-	9	2D6	-6	3D6+9	-
Scatter Laser	0-20	20-60	-	-	6	1	-1	D6+6	See Rules
Heavy Plasma	0-20	20-40	-	-	7	D4	-2	D6+D4+7	1.5" Blast
(Max Power)	0-20	20-72	-	-	10	D10	-6	D10+D6+10	1.5" Blast



POINTS COST: 45 POINTS

D6	Location	Front	Armour	Side/Rear
1-3	Crew*		See Below	
4-6	Vyper	12		10

*Hit the one nearest the attacker

VYPER DAMAGE TABLE

- 1 The Vyper's shuriken catapults are destroyed and may no longer be used.
- 2 The gunner's weapon is destroyed and may no longer be used. If a fighting platform is installed, the attack strikes the rider on the platform – resolve as below.
- 3 The Vyper's controls are damaged, making it difficult to control. Roll a D6 at the start of each of the bike's movement phrases. On a roll of 4+ the rider is able to control the jetbike and it moves normally. On a roll of 1-3 the bike moves out of control for that turn.
- 4 The Vyper's engine cuts out and it crashes 2D6" away in a random direction. Anybody under the Vyper when it lands takes D3 Strength 6 hits with a -2 save modifier. The crew is able to leap from the Vyper before it crashes, but will suffer damage if the bike was moving more than 10" in its previous move.
- 5 The Vyper's engine explodes, killing the crew. The wreck comes crashing to the ground 2D6" away in a random direction. Anybody under the wreck when it lands takes D3 Strength 6 hits with a -2 save modifier.
- 6 The Vyper's grav motor ignites, killing the rider. The flaming wreckage hurtles out-of-control next turn and then explodes. All models within 3" of the crashing Vyper suffer D3 Strength 8 hits with a -3 save modifier.

CREW DAMAGE TABLE

Roll to see if the crewman is killed using the normal shooting rules. Normal Vyper 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 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 the Vyper, suffering wounds/damage if the Vyper exceeded 10" of movement. If the gunner is slain, the pilot may only fire forward mounted weapons and the turret becomes useless.

ELDAR WARWALKER



VEHICLE DATA

RAM VALUE:

STRENGTH 6
D6 DAMAGE
-4 SAVE

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

CREW: 1x GUARDIAN PILOT (BS 3)

WEAPONS

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

WEAPON DATA

Weapon	Range	To Hit	Strength	Damage	Modifier	Save	Armour	Special
	Short	Long	Short	Long			Pene.	
Missile Launcher	0-20	20-72						
	Short	Long	Short	Long				
Shuriken Cannon	0-20	20-40	+1	-	5	D4	-3	D6+D4+5 Sustained 2D
	Short	Long	Short	Long				
Lascannon	0-20	20-60	-	-	9	2D6	-6	3D6+9 -
Scatter Laser	0-20	20-60	-	-	6	1	-1	D6+6 See Rules
Heavy Plasma	0-20	20-40	-	-	7	D4	-2	D6+D4+7 1.5" Blast
(Max Power)	0-20	20-72	-	-	10	D10	-6	D10+D6+10 1.5" Blast

POINTS COST: 80 POINTS

D6	Location	Front	Armour	Side/Rear
1-2	Legs	18	18	18
3-4	Weapon*	18	18	18
5-6	Eldar / Engine**	Special	18	18

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

Leg Damage Table

- D6** 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, colliding with anything moved into.
- 3-4** The leg is seriously damaged. The War Walker may only limp 1D3" per turn.
- 5-6** The leg is blown off and the War Walker crashes to the ground. It may not move or attack for the rest of the game and is effectively destroyed.

Weapon Damage Table

- D6** The weapon is jammed or partially damaged and can only be used if you first roll 4+ on a D6.
- 2-5** The weapon is torn from the War Walker's body and destroyed.
- 6** 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** The War Walker's controls are damaged, making it difficult to control. The War Walker may only move or attack if it first rolls a 4+ on a D6.
- 2-3** The cooling system for the War Walker's engine is destroyed and the engine starts to overheat. Roll a D6 at the beginning of each player's turn: the machine explodes on a roll of 1 or 2. Any models within 3" suffer D6 Strength 10 hits with a -3 save modifier.
- 4-6** The War Walker's engine explodes, killing the Eldar and causing D3 Strength 8 hits with a -3 save modifier to all models within 3".

Eldar Damage Table

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 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 of control one turn and then collapses to the ground.

ELDAR WAVE SERPENT

VEHICLE DATA

RAM VALUE:

STRENGTH 7
D12 DAMAGE
-5 SAVE

MOVEMENT:

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

TYPE: SKIMMER

CREW: 1x GUARDIAN DRIVER (BS 3)

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

WEAPONS

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

WEAPON DATA

Weapon	Range	To Hit	Strength	Damage	Modifier	Save	Armour	Special
	Short	Long	Short	Long			Pene.	
Missile Launcher	0-20	20-72						
					As missile type.			
Shuriken Cannon	0-20	20-40	+1	-	5	D4	-3	D6+D4+5 Sustained 2D
Shuriken Cata.	0-12	12-24	+1	-	4	1	-2	D6+4 Sustained 2D
Lascannon	0-20	20-60	-	-	9	2D6	-6	3D6+9 -
Scatter Laser	0-20	20-60	-	-	6	1	-1	D6+6 See Rules
Heavy Plasma	0-20	20-40	-	-	7	D4	-2	D6+D4+7 1.5" Blast
(Max Power)	0-20	20-72	-	-	10	D10	-6	D10+D6+10 1.5" Blast



POINTS COST: 185 POINTS

D6	Location	Front	Armour	Side/Rear
1	Grav Motor	18*		18
2-4	Hull	18*		18
5-6	Turret	18*		18

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

Grav Motor Damage Table

D6 1-4 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 below)

Hull Damage Table

D6 1 The pilot is wounded. Each turn the pilot may move the vehicle or use its turret weapons, not both.
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.
4 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)
5 A critically 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.
6 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

D6 1 The turret weapon is damaged and may only be used if you first roll a 4+ on a D6.
2-4 The turret weapon is destroyed and may not be used for the remainder of the game.
5-6 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 modifier.

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 rules.

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.