

DOOM OF THE ELДАР

by Matt Keefe

Although Eldar Corsairs are a constant threat to merchant shipping, they very rarely pose a major threat to Imperial battlefleets. The same cannot be said of the dozens of fleets of Eldar ships that protect each Eldar Craftworld. Each of these Craftworld warfleets is a deadly and highly potent force that is capable of laying waste to an entire sub-sector.

The Craftworlds

Craftworlds, though spacecraft, are vast beyond comprehension. They are not merely huge capital ships ploughing through space with a surrounding escort of smaller vessels. They are not even akin to vast cities, as some of the largest star forts of the Imperium might be considered, but rather are immense spacefaring worlds accompanied by vast armadas, the likes of which might otherwise be set aside to defend an entire system or even sub-sector. Whole battlefleets cluster around key points and stations all across the thousands of miles of the craftworld's exterior as smaller, nimbler craft rush and surge across its surface in a constant shimmering patrol.

Beneath this dizzying tide of vessels, under clear crystalline domes through which ground and stars might gaze upon one another, the Eldar live their lives aboard these spaceborne worlds. Since the Fall of their race and the decline of their empire, those Eldar who seek to continue their ancient way of life have done so aboard these craftworlds, on an aeons long course across the galaxy, as much in flight as in search of any kind of destination, for the Eldar race is a dying one, and even the exodus of these great craftworlds will do little to avert that.

The Webway

With such gargantuan vessels at their control, it may seem surprising that the Eldar rely upon a fleet at all, but the craftworlds should not be considered ships in any real sense of the word. Mobile they may be, but their own vast size makes them far too massive and cumbersome a proposition to involve directly in any fighting. Instead a craftworld's army must be delivered to distant battles by means of the warfleets of the Eldar, and more specifically by the Eldar's ancient Webway.

The Webway is a legacy from the days when the Eldar ruled the galaxy from the many trading ships which would later form the beginnings of the craftworlds themselves. In these merchant vessels the Eldar journeyed across the galaxy through a series of intricately connected warp tunnels, returning to real space by means of warp portals or 'wraithgates' which the Eldar had seeded across the

stars. By means of this Webway the Eldar could move almost unhindered throughout the galaxy. It is still this same ancient system which the Eldar use when moving their armies to war.

The Webway is not perfect, however, and the birth of the Great Enemy, Slaanesh, did much to make its use hazardous to the Eldar. Many portals had to be permanently sealed to prevent the forces of Chaos spilling from the Warp, and the millenia of struggle which the Eldar have since endured continues to diminish the once great extent of their Webway.

The Craftworld at War

It is possible for an Eldar to simply traverse the Webway on foot, moving directly from a craftworld to a wraithgate on some far distant world. Such portals, however, are invariably far too small to quickly deploy an entire army, and hence such methods are used by few amongst the Eldar – only the Rangers, the Harlequins and other distant wanderers tread these slender paths.

On occasion however, the Eldar's destiny will draw them to fight on a world disconnected from the Webway by the millenia of tragedy which have befallen the Eldar. The Eldar warhosts may be dispatched aboard vast wings of Eldar attack craft – Vampire Raiders and the like – which are able to ferry substantial forces rapidly via the Webway. At other times, a force so vast may be required that the aircraft and skimmers of the Eldar army itself are insufficient. It is at such times that the Eldar battlefleets will be readied.

The warhosts of the Eldar will assemble aboard the fleet, which will then depart the craftworld, itself using the webway. As such, a craftworld's docks are not really simple holding areas for its fleet, but rather they are immense wraithgates attached to the craftworld itself from where the fleet may enter the Webway. Such a fleet is then able to exit the Webway by another point elsewhere in the depths of space using are the largest of the Eldar's wraithgates – portals so sizeable that whole fleets may emerge from them when activated.

These journeys may bring a fleet into orbit directly around their chosen destination, or it may be necessary for them to emerge some distance away, but either way the pace of which Eldar vessels are capable of moving means they will descend upon their target very swiftly indeed. Eldar fleets employ the Webway in this manner in order to launch horrifyingly sudden attacks upon unsuspecting enemy vessels, emerging from the Warp while their enemy remains unready and ill-prepared for battle.

When it is the Eldar's will to attack a world, the emerging fleet will take up position around their chosen planet as quickly as possible. The largest craft in an Eldar warfleet possess internal wraithgates, through which they can swiftly deploy their armies to the ground while at the same time providing orbital support and further landings from their notoriously fast attack craft. If the world to be attacked no longer possesses any viable warp portals, the Eldar will instead descend upon it in a howling flock of Vampire Raiders, Phoenix bombers and Nightwing fighters, tearing apart their enemies so rapidly that defence is all but an impossibility.

A craftworld's course is also aided greatly by the many wraithgates spread across the stars. As a craftworld's Seers scry out its course, small shoals of Shadowhunters move far ahead through the Webway, hunting out potential enemies and scouring the way clear. If encountered, enemy fleets or patrols who may present a danger to the craftworld's safe passage will likely find themselves the unsuspecting targets of the Eldar's powerful warships long before even becoming aware of the craftworld's imminent arrival.

The Eldar Warfleets

The sheer size of a craftworld means that each individual vessel possesses several full battlefleets, stationed at

convenient points along the craftworld as it journeys through space. Each fleet might typically number from ten to twenty warships and is commanded by an Eldar Admiral, though it will inevitably also rely greatly on advice and counsel from the craftworld's Seers. The vessels themselves are crewed by those Eldar who have chosen the Path of the Mariner, symbolised by the blue and white feathered birds of Eldar myth who guide the Eldar southward and westward over the seas. Helmsmen and Wayfarers, dedicated specialists within this path, each provide their own valuable skills as part of a vessel's crew, allowing the Eldar to navigate the Webway with a mastery unknown to most.

The Shadowhunter patrols usually remain independent of these battlefleets, moving to and fro about the craftworld as they please. These smaller vessels lack the dedicated crews of the larger capital ships and are often crewed by those Guardians who were once embarked upon the Path of the Mariner. The compact size and customary agility of these sleek escorts allows them to approach much closer to the craftworld than would be expected for true spacecraft. Shadowhunters put these unique traits to good use as they defend the craftworld's delicate wraithbone exterior from encroaching asteroids or space junk which might be attracted by the force of gravity, blasting such interlopers into pieces small enough to rain harmlessly down on the craftworld below. At other times the Shadowhunters can be seen playfully stalking the Eldar fighters which patrol the craftworld's lower atmosphere, tracking and chasing the smaller vessels with a precision unthinkable for escort sized vessels. As need dictates, small groups of Shadowhunters will eschew their normal role, band together and join their larger counterparts in defence of the craftworld.



The new Eldar fleet in all it's glory

CRAFTWORLD ELDAR SPECIAL RULES

ELDAR LEADERSHIP

All Eldar ships add +1 to the Leadership score generated on the Leadership table on page 10, giving them a Leadership value between 7 and 10.

Due to their unique method of movement, the Eldar may not use the following special orders: All Ahead Full, Burn Retros, Come To New Heading. Note: because Eldar ships cannot use All Ahead Full special orders, they also may not ram.

ELDAR SHIP MOVEMENT

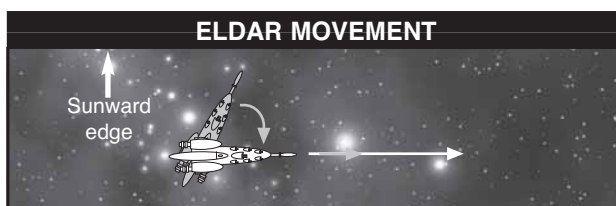
The movement rules below replace the normal movement rules for Eldar ships. Assume anything not modified below applies normally to the Eldar. Eldar ships move in their Movement phase and in the Ordnance phase of their own turn. Note that they do not move in the Ordnance phase of the enemy's turn.

Before an Eldar ship moves, it may turn to face any direction. It always turns before it moves and then remains facing in that direction until the start of its next move.

Work out the speed an Eldar ship can move at after it has turned. Its speed depends on its facing towards the sunward table edge. All Eldar ships have three speeds (for

example, 10/20/30). The first is used if the sunward table edge is in the Eldar ship's front fire arc; the second is used if the sunward table edge is in its rear fire arc; and the third is used if the sunward table edge is in its left or right fire arcs. If the sunward table edge lies on the line between two fire arcs, the Eldar player may choose which he uses.

Eldar ships have no minimum move distances. They move from zero up to the maximum distance allowed by the direction of the sun. After their initial turn they travel in a straight line and may not make additional turns as they move.



A Hellebore class escort has Speed 10/20/30. At the start of its move, it turns in the direction shown, so that the sunward table edge is in its left fire arc. This gives it a speed of 30cm. It can then move up to 30cm straight ahead.





As noted above, the Eldar move twice in each of their turns. The second move is made in the Ordnance phase after any ordnance is moved, but apart from this all the rules described for Eldar movement will apply.

BLAST MARKERS AND GRAVITY WELLS

Eldar are affected by Blast markers in the same way as other ships without shields – they will take a point of damage on a D6 roll of 6 and reduce their speed by 5cm that turn. Gravity wells allow Eldar to curve their normally straight line move around the planet and so the ship may make a free turn towards the planet at the end of its move (since it can turn in any direction at the start, there is no additional benefit at the start of its move).

HOLOFIELDS

Against attacks that use the Gunnery table, the holo-fields cause one column shift to the right, in addition to any other column shifts for range or Blast markers. Against any other form of attack (lances, torpedoes, etc), roll to hit an Eldar ship as normal, but the Eldar player may then make a saving roll for his holo-fields:

D6	Result
1	Hit! Score a hit on the Eldar ship
2-6	Missed! Place a Blast marker in contact with the ship.

Note that holo-fields do not negate hits from moving through Blast markers, exploding ships and celestial phenomena. They do, however, work against ordnance hits, hit-and-run raids, boarding actions, ramming or Nova cannon.

Eldar Weapons

Eldar ships carry three main weapon systems which are described below:

Pulsar Lance

Pulsar lances fire volleys of high energy laser bolts. These count as lance shots, and hit on a 4+ no matter what the target's armour. However, if a pulsar lance shot hits, then you may roll to hit again and you may keep on rolling to hit until you miss or the lance has scored a total of 3 hits.

Weapon Batteries

Eldar weapons batteries are short-ranged weapons that unleash a torrent of fire. They employ sophisticated targeting systems which make them very accurate even at extreme angles of attack. To represent their accuracy, Eldar weapons batteries count all targets as 'closing' on the Gunnery table, no matter what the target's actual aspect is. This aside, all the normal rules apply.

Torpedoes

Eldar torpedoes use sophisticated targeter scrambling systems to make themselves virtually undetectable until they strike. To represent this, defensive turrets only hit Eldar torpedoes on a roll of 6, rather than on a roll of 4, 5, or 6 as is normally the case.

In addition, the highly accurate targeting sensors on Eldar torpedoes allow you to re-roll the dice to hit for any torpedo that misses a target on the first attempt.

Phantom Lance

Although larger capital ships employ the powerful Pulsar lance, the vast energy arrays required to power such weaponry are far too large to be mounted on the necessarily swift and nimble Shadowhunters. Instead, smaller Eldar vessels are armed with the Phantom lance – a less powerful version of the same Eldar laser technology. Phantom lances count as typical lances in every respect (ie. no multiple shots).

Aspect Warrior Fighting Crews

Unlike Eldar Pirates, who rely on the same self-serving rogues who crew their ships to conduct raids and boarding actions, Eldar craftworld vessels are able to go to war carrying hosts of Eldar Aspect Warriors who form fighting crews aboard their ships. Many of the Aspect Warrior shrines excel at the kind of rapid assaults which are ideally suited to teleport and other hit-and-run attacks and hence specialise in attacking enemy vessels in this manner. Certain ships in an Eldar fleet are permitted to carry Aspect Warrior Fighting Crews as chosen from the fleet list. Ships with Aspect Warrior Fighting Crews add +2 to their dice roll when fighting in a boarding action, or +1 to the dice roll when conducting a hit-and-run attack (normally a teleport attack, since the Eldar do not have access to boarding torpedoes or assault boats).

ELDAR CRITICAL HITS

Any hit on an Eldar ship causes critical damage on a D6 roll of 4+, rather than the usual 6+. Roll 2D6 on the following Eldar Critical Hits table, rather than the standard Critical Hits table.

"Those Eldar ships were all over us. I've never seen anything move quite like them. They'd rush in and hit us with volleys of laser fire and missiles, and then they'd keel over and be away before we could engage them properly. They didn't have shields like our void shields, and these ships were fragile too, so if we could hit we'd do them some serious damage. But our augers just couldn't get a proper fix on them, so hitting them wasn't easy, not easy at all. If the rest of the flotilla hadn't got back when it did, I think we'd have been doomed."

Captain Steinback, After Action Report

Eldar Critical Hits table

EXTRA		RESULT
2D6	DAMAGE	
2	+0	Infinity circuit damaged. The ship's infinity circuit, which aids control and internal communications, is damaged by the hit. The ship's Leadership is reduced by -1 until the damage can be repaired.
3	+0	Keel armament damaged. The keel armament is taken off line by the hit and may not fire until it has been repaired.
4	+0	Prow armament damaged. The ship's prow is ripped open. Its prow armament may not fire until it has been repaired.
5	+0	Mast lines severed. The systems that allow the ship to alter the angle of the sails and turn swiftly are broken by the hit. Until the damage is repaired, the ship may only turn up to 90° before it moves.
6	+0	Mainsail scarred. The ship's main solar sail suffers surface damage, reducing the amount of energy it can store. Each of the ship's speeds is reduced by 5cm until the sail is repaired.
7	+1	Superstructure damaged. The hit tears into the ship, causing a small breach. Excess strain on the ship's hull could increase the damage. Until the damage is repaired, roll a dice every time the ship turns over 45°. On a roll of 1, the ship suffers 1 extra point of damage.
8	+0	Mainsail shredded. The solar cells of the mainsail are torn to tatters by the hit. The ship cannot move in the Ordnance phase until the damage is repaired.
9	+1	Infinity circuit smashed. The fine crystal matrix of the infinity circuit is shattered by the hit. The ship's Leadership is reduced by -3. This damage may not be repaired.
10	+0	Holo-field generators destroyed. The holo-field generators are smashed beyond repair by the hit. The ship no longer benefits from its holo-fields. This damage may not be repaired.
11	+D3	Hull breach. A huge gash is torn in the ship's hull, causing carnage among the crew.
12	+D6	Bulkhead collapse. Internal pillars buckle and twist, whole compartments crumple with a scream of tortured metal, just pray that some of the ship holds together.

THE TYRANID INVASION OF IYANDEN CRAFTWORLD, 992.M41

Thousands of years ago Eldar civilisation was all but destroyed in a catastrophe brought about by their own decadent hedonism, the only survivors fleeing from their planets in giant space vessels known as craftworlds. Iyanden was the largest of all of the Eldar craftworlds and its people the most numerous. It drifted serenely through the void of space, far away from the inhabited planets of other races. Then, from out of the darkness of intergalactic space exploded the Tyranids, and Iyanden became the scene of the Eldar's first encounter with the Tyranid Swarm, the all-consuming menace whose locust-like advance through the galaxy has since enveloped hundreds of human worlds.

The first warning the Eldar of Iyanden had of their fate was brought by the craftworld's far roaming Rangers, Eldar whose instincts drive them to a life of exploration and danger, and who secretly monitor the planets and alien races near their craftworld. The news that the Rangers brought was dire: a Tyranid hive fleet of immense proportions was heading towards Iyanden Craftworld. Already over a dozen Imperial planets had been consumed in the Tyranid's advance and, although the Imperium was mounting furious counter-attacks as and when it could, it would be months until a major Imperial taskforce could be mobilised to deal with the threat. By then Iyanden would have been overrun.

Farseer Kelmon, leader and spiritual head of the craftworld, called together the Eldar of Iyanden and warned them of the impending Tyranid assault. Each Eldar craftworld has a great hall, known as the Place of Answering, which is capable of holding every member of the craftworld. At times of crisis the Eldar meet there, so that all may know of the peril that faces their craftworld, and so that any Eldar may voice an opinion on the course of action that should be taken. Only once all views have been debated, and a consensus of opinion reached, will the craftworld's Farseer decide on the course of action to be taken.

The debate on the action to take against the Tyranid hive fleet was heated and prolonged. The more conservative elements of the craftworld argued for a policy of isolation, shielding the craftworld behind a powerful psychic shield in an attempt to avoid all contact with the Tyranids. The more aggressive elements wanted to attack the Tyranids immediately, dispatching the fleet to destroy the Tyranids before they reached the craftworld.

Both courses of action were deeply flawed, however, because they took no account of the sheer size of the

Tyranid Swarm. It took a powerful speech from the Ranger Irilith, who had seen the hive fleet at first hand and understood the terrible threat that it represented. For over an hour she drove home to all present that the hive fleet was too large to hide from, or for the Eldar fleet to defeat on its own. It would take the combined efforts of every Eldar on Iyanden to have any chance of turning back the Tyranids. Even then they might not succeed in defeating the alien menace.

A hush fell on the Hall as Irilith finished her speech. No more needed to be said, for all the Eldar present now realised the sheer enormity of the task ahead.

Farseer Kelmon rose and ordered that the Eldar prepare the defences of Iyanden Craftworld. All elements of the fleet would be recalled, and every single Eldar must take on the Warrior Aspect of Warlock, Guardian or Aspect Warrior. The entire gigantic craftworld would be fortified, for there could be no doubt that the Tyranids would breach their outer defences and land on the ship. Help must be requested from the other Eldar craftworlds. The Avatar, the embodied spirit of the craftworld's War God, must be awakened to take part in the battle. And, most terrible of all, all of the craftworld's ancient spirit stones must be plucked from their resting places and implanted in metal fighting bodies to battle as Ghost Warriors. When an Eldar dies their spirit is released into a gem known as a spirit stone, which is grafted into the very structure of their craftworld to preserve the dead Eldar's consciousness. Thus, each Craftworld is a living thing which preserves a little of the once great Eldar civilisation. By risking the destruction of the craftworld's spirit stones, Kelmon risked the destruction of Iyanden's culture and racial memory. It was a grave chance to take, but Kelmon knew that the Ghost Warriors could make the difference between victory and defeat in the struggle that was coming.

The first Tyranid Hive Swarms attacked Iyanden just twenty days later. By then the craftworld had already been isolated for over a week by a Tyranid psychic blockade which made it extremely difficult for the other Eldar craftworlds to send help. Apart from a few scattered units that made it through, Iyanden would be fighting the Tyranids on its own. Nonetheless, the first Tyranid waves were dealt with easily and efficiently by the Eldar fleet. The Eldar's spacecraft were faster, more manoeuvrable and had longer ranged weapon than their opponents. In battle after battle the Eldar spacecraft destroyed the lumbering hive ships while only suffering minimal casualties themselves. For a while it looked as if the fleet might be able to hold off the Tyranids on its own, as wave



after wave of Tyranids were wiped out. But Farseer Kelmon was not convinced. Already the ability of the craftworld's forges to replace destroyed Eldar spacecraft was being outstripped by the casualties being suffered in the deep space battles that raged around the Craftworld. The Eldar fleet was being ground down in a massive battle of attrition; a battle that only the Tyranids could hope to win.

As if to confirm Kelmon's worst fears the next Tyranid wave was massive, very nearly twice the size of any that had hit the craftworld so far. The Eldar fleet suffered terrible casualties in its attempt to hold the Tyranids off, and for the first time was unable to stop them landing on the craftworld. Although the landing was wiped out before any serious damage was done, the Eldar fleet as a large-scale fighting force had ceased to exist. Still there was hope, especially if the wave had represented the Tyranid's main assault force. Eldar spirits were raised even more as the next wave turned out to be tiny in comparison to what had come earlier. Although the weakened fleet couldn't keep all of the swarms away from the craftworld, the landings that were made were easily isolated and destroyed. For a short while it seemed that the Eldar had weathered the storm.

Then Iyanden was hit by two huge attacks in succession. The pitiful remnants of the Eldar fleet opposed the Hive Swarms as best they could, but were swept aside by a tide of alien spacecraft. Iyanden was all but engulfed as horde after horde of Tyranid Warriors, Genestealers, Gaunts and

Carnifexes were disgorged onto the craftworld. Huge battles erupted all over Iyanden, the fighting bitter and close ranged with enemy forces often only separated by the width of a corridor of wraithbone wall, as the Eldar desperately attempted to beat off the alien invaders. Often they succeeded, but the Fortress of Tears, Shrine of Asuryan and, most terrible of all, the ancient Forests of Silence, all fell to the Tyranid hordes.

The Eldar counter-attacked, the raging figure of the Avatar leading the craftworld's Aspect Warriors and Ghost Warriors in a berserk orgy of destruction which recaptured the Forests of Silence from the Tyranids. It is said that the Eldar Warriors wept tears of rage and sorrow to see the damage inflicted on the ancient forest domes of their craftworld. Slowly the Eldar managed to turn the tide on the Tyranids and gain the upper hand, forcing them back onto the defensive. And then another huge Tyranid wave arrived, the third in succession, and the largest yet. As swarm after swarm flickered into existence on the Eldar's scanners, Kelmon knew that, barring a miracle, Iyanden Craftworld was doomed...

Over fifty years before the Tyranid assault, High Admiral Yriel had led the Iyanden fleet. Although he was considered one of the greatest Eldar naval tacticians to have ever lived, his character was flawed by the sin of pride. When Iyanden had been threatened by a Chaos space fleet raiding out of the Eye of Terror, Yriel had led the fleet on a pre-emptive attack on the Chaos fleet's flagship, leaving Iyanden Craftworld unprotected. He only returned just in time to stop a suicide attack by a small flotilla of Chaos raider ships, who nonetheless managed to damage the craftworld. Expecting to be feted and honoured for his victory, Yriel was deeply angered when he was called upon to defend his course of action. Claiming that his record should speak for itself, Yriel refused to enter into the debate, leaving his old friend Kelmon no choice but to elect a new High Admiral in his place. Bitter with rage, Yriel vowed that he would never set foot on Iyanden again. He and a small band of followers left the craftworld and formed an Eldar Raider company that became the single most powerful Eldar pirate force operating in the galaxy.

When he heard of the Tyranid's assault on Iyanden, Yriel did his best to ignore the terrible peril that threatened his old craftworld. But proud though he was, righteously angry though he was, Yriel could not leave Iyanden to its fate in this, its very darkest hour. Battling his way through the Tyranids' psychic blockade, Yriel swept to the aid of his people and arrived just in time.

Like a thunderbolt from the blue Yriel and his raider fleet smashed into the Tyranid Hive Swarms. He was quickly joined by the few remaining craft of Iyanden's fleet, and

together the combined Eldar space fleets tore the Tyranid Swarms apart. Two more waves of Tyranid Hive Swarms attacked the craftworld, only to meet the same fate. Not a single Tyranid ship reached the craftworld, though the cost to the Raiders was dear. Bloodied but unbowed the Raiders prepared to sell their lives to the last in order to turn back the next wave of Tyranids. On the bridges of the craftworld and of the circling Eldar ships vigilant eyes watched the scanners, waiting for the first tell-tale blip that would indicate the direction of the next assault. Minutes passed, then hours, and with a growing sense of wonder the Eldar realised that no more Tyranid Swarms were coming – the assault was over. The hive fleet had been destroyed!

But on Iyanden Craftworld the war went on. The Tyranid hordes that had been fighting a tenacious rearguard action awaiting the aid of the rest of the hive fleet now turned like cornered rats and hurled themselves at the Eldar. Caught by surprise the Eldar staggered back, desperately trying to hold the suicidal Tyranid onslaught. The Fortress of the Red Moon fell to a surprise attack. and for a moment it seemed that with victory within their grasp the Eldar would be defeated. But, for the second time, Yriel led his Raiders to the rescue of the craftworld.

Disembarking from their orbiting spacecraft the Raiders joined with the battered defenders of Iyanden Craftworld and, yard by yard, step by step, forced the Tyranids back. A final wild charge led by the Tyranid Hive Tyrant was annihilated by the combined efforts of the Avatar, Yriel and the Ghost Warriors, and then in a series of vicious one-sided battles the last of the Tyranids were hunted down and destroyed. The Tyranid attack on Iyanden Craftworld was over. The Tyranids had been defeated.

But the victory was a hollow one. Though the Eldar had repulsed the invaders, the cost was enormous. Their once-proud world stood in ruins, and four-fifths of the inhabitants were dead or lay dying in its shattered halls. Iyanden's mighty space fleet was a pitiful shadow of its former self; the blasted remains of its majestic spacecraft and their brave crews hanging silent and weightless in space. But all this could be rebuilt, maybe not for hundreds of generations, but one day in the distant future. What was lost forever were the souls of the Eldar whose spirit stones had been destroyed in the battle against the Tyranids. The massive destruction wrought upon the people and Ghost Warriors of Iyanden dealt the craftworld a blow from which its culture could never fully recover.

IYANDEN FLEET LIST

FLEET COMMANDER

0-1 Admiral

You may include one Eldar Admiral in your fleet, who must be assigned to a ship and will replace the vessel's Leadership with his own. If the fleet is worth over 750 points, an Admiral must be included to lead it.

Eldar Admiral (Ld 9)75 pts
Eldar Supreme Admiral (Ld 10).....100 pts

The Admiral may purchase a fleet commander re-roll, at the cost listed below.

One re-roll.....25 pts

You may include Farseers in your fleet, each of whom must be assigned to a ship and gives their vessel a re-roll which may be used on the ship, another ship in the same squadron or an escort squadron within 15cm.

0-3 Farseers+30pts

Any capital ship in the fleet may be equipped with Aspect Warrior fighting crews at a cost of +20 pts per vessel.

Aspect Warrior Fighting Crews+20 pts

CAPITAL SHIPS

Dragonships

Your fleet may include up to one Dragonship for every two Wraithships included in the fleet. If your fleet is led by an Admiral, you may include a single Dragonship as his flagship which does not count against this limitation.

Dragonship.....260 pts

Wraithships

Your fleet may include any number of Wraithships.

Wraithship160 pts

Ghostships

Any capital ship in the fleet may be upgraded to a Ghostship. Such a vessel may not also include a Farseer or Aspect Warrior crew.

Ghostship+free

ESCORTS

Your fleet may include any number of escorts.

Shadowhunter class escort40 pts

Dragonship is the collective name given to the larger classes of Eldar vessel. The term Dragonship does not refer to any particular armament or configuration, but rather to a variety of vessels adhering to the same basic principles, designed for the same basic roles. Within this larger grouping, individual configurations or combinations of weapons give individual classes their proper name – always a variation on the phrase ‘Dragon’, representing different aspects of the creature of the same name from Eldar myth. Those Dragonships which are piloted in large part, or even exclusively, by spirit stones, for example, are referred to as Ghostdragons, while larger vessels which have been designed to operate away from the craftworld for great lengths of time are often referred to as Void Dragons. Different styles of Dragonship can vary greatly, with different numbers of sails, different armaments and even variations in size.



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	10/20/25cm	special	Holo-fields	5+	0

Choose **one** prow weapon for each Dragonship in the fleet.

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow Weapons Battery	30cm	16	Front
Prow Pulsar Lance	30cm	3	Front

Choose **one** keel weapon for each Dragonship in the fleet.

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Keel Torpedoes	30cm	6	Front
Keel Launch Bay	Nightwing Fighters: 30cm* Phoenix Bombers: 20cm*	4 4	-

*Nightwings function exactly as Darkstars, Phoenix bombers function exactly as Eclipse.

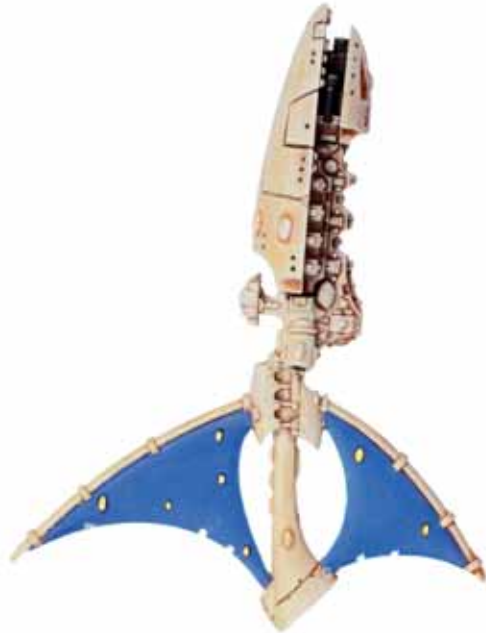
Notes: For +10 pts, a Dragonship equipped with launch bays can be equipped with squadrons of Vampire Raiders which function as assault boats with a speed of 25cm.



“An Eldar rune, each of which has specific mythological significance, represents every craftworld. One such rune is the Shrine of Asuryan. Asuryan is the oldest and greatest of the ancient gods of the Eldar, the father of the gods, and the ultimate ancestor of all living things. This is the symbol of Iyanden Craftworld, whose name means Light in the Darkness, another way of referring to burning shrine of, Asuryan.”

ELDAR WRAITHSHIP

160 points



Wraithships are made from wraithbone, a material drawn as raw energy from the Warp and shaped into matter by psychic craftsmen known as Bonesingers. The Wraithbone forms the living skeletal core of the spaceship around which its other structures are arranged. The wraithbone also provides channels for psychic energy. This facilitates internal communication, transmits power and enables the spaceship to act as an organically integrated whole. The wraithbone core of a spaceship is surrounded by a structure which is literally grown into the required shape by Bonesingers. These Eldar use their psychomorphic talents to shape bulkheads, walls, floors and conduits into a shell that completely surrounds the wraithbone core and forms the hull and major internal divisions of the spaceship. Most of a spaceship's operating systems are connected directly to the wraithbone core. The many thousands of systems draw power through the wraithbone and are constantly monitored and controlled through it. Because of the unique practices of Eldar psychic engineering, Eldar spaceships resonate with sympathetic psychic energy. The Wraithbone core provides a psychic channel through which an Eldar can control mechanical functions. In this way, Eldar attuned to the very essence of their spaceship guide it, making countless minute adjustments to the trim of the great solar sails to draw every fraction of energy from the solar winds. This is also the key to the legendary elegance and almost birdlike agility of the Eldar Wraithships. Their pilots literally feel the solar wind on the ship's sails, they sense the flex of the ship's structure, the tension and movement of its Wraithbone skeleton. Like a hawk soaring on a thermal or diving to clutch at its prey, a Wraithship can turn in the wind, circling and swooping to hunt its own prey – the spaceships of its enemy.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	10/20/25cm	special	Holo-fields	5+	0

Choose **one** prow weapon for each Wraithship in the fleet.

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow Weapons Battery	30cm	8	Front
Prow Pulsar Lance	30cm	2	Front

Choose **one** keel weapon for each Wraithship in the fleet.

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Keel Torpedoes	30cm	4	Front
Keel Launch Bay	Nightwing Fighters: 30cm* Phoenix Bombers: 20cm*	2	-

*Nightwings function exactly as Darkstars, Phoenix bombers function exactly as Eclipse.

Shadowhunters are the smallest type of vessel employed by Iyanden, operating in vast shoals which shimmer and weave a short distance above the craftworld's surface as it ploughs through space. These Shadowhunter packs function as a constant patrol, guarding the approach of friendly vessels coming into dock, or spinning and bobbing around the craftworld with horrifying speed to drive off would-be attackers at a proximity where larger vessels would find it difficult to function effectively.

Because of this defensive role, Shadowhunters have a very limited range, designed as they are to repel attackers which manage to actually approach the craftworld itself. Weapons and power systems on the Shadowhunters are correspondingly compact, making the Shadowhunter one of the nimblest and most agile of vessels, even by Eldar standards. Shadowhunters are so nimble, in fact, that they are capable of pursuing their enemy so closely that even enemy attack craft find it hard to evade them.

During the Tyranid invasion of Iyanden, Shadowhunters typically formed a last line of defence close to the craftworld, while the larger vessels broke down the main Tyranid waves in deep space. The scattered remnants of these waves which were able to pass the Eldar cruisers and approach the craftworld were then easy pickings for the nimble Shadowhunters. As more and more waves of Tyranids descended on the craftworld, however, the Eldar fleet was overwhelmed by sheer weight of numbers, forcing the Shadowhunters to disperse and join their larger counterparts in fighting desperate counter-actions in the depths of space.



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	15/20/30cm	special	Holo-fields	4+	0

Shadowhunters are commonly armed with either weapons batteries or lances. Choose one of the following prow armaments for each Shadowhunter in the fleet. A squadron may contain Shadowhunters with different armaments.

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE/ARC
Prow Weapons Battery	30cm	3	Front

OR

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE/ARC
Prow Phantom Lance	30cm	1	Front

Special Rules: Shadowhunters are so nimble that they can even pursue attack craft with ease, harrying the smaller vessels with an agility impossible for other escorts. When Shadowhunter's direct fire at ordnance they always hit on a 4+ (rather than the normal 6+). The number of dice to roll is still calculated in the normal manner (ie. lances roll one dice per point of Strength, weapons batteries use the Gunnery table).

Ghostships are those vessels which, through the long slow dying-years of the Eldar race, have reached the point of near-abandonment through loss of crew. Into these vessels the Seers of Iyanden incorporate spirit stones – sacred reliquaries bearing the souls of those Eldar already lost in the struggle for survival. Sometimes Ghostships will be entirely without living crew, perhaps even imbued with the spirit stones of their original pilots, gunners and navigators, continuing to guide their race through the stars even beyond death. Sometimes the Ghostships will bear spirit stones of much older Eldar, some perhaps even with memories of the Fall, unceremoniously denied peace by the desperate hardship their people still face. For the living crew of Ghostships, the presence of these ineffable ancestor-souls creates an equally daunting and empowering burden of expectation.

These spirit stones bring sentience to the living, but otherwise unthinking, wrathbone from which all Eldar vessels are constructed – a curious amalgam of the living, the inanimate and the undying. The spirit stones allow the Ghostships to function with an impossibly tiny number of crew and, when combined with the living wrathbone of their vessels, make Ghostships exceptionally resilient. Their formless thoughts are far harder to destroy than the frail bodies of living pilots, able to simply flit from one transient vein to another. They are at complete freedom within these wrathbone skeletons, diverting both reliance and function to almost any location on the ship should any given system become damaged. But the reliance which the Eldar of Iyanden have to come to place upon Ghostships is not without difficulty. Spirit stones are already ancient and possess the temper of souls that should already be at rest, seemingly winsome and vacant, distant and unresponsive if left to simply wander the infinity circuits away from the will of the living Eldar Seers who bind and direct them in unlife.

In order to function, a Ghostship must always be commanded by a Spiritseer – a powerful Eldar psyker who has chosen to dedicate his powers to communing with the dead. Spiritseers are some of the most lonely and sinister

members of a craftworld, required, as they frequently are, to spend periods of time alone aboard Ghostships, surrounded by nothing more than the souls of the reluctant dead.

USING GHOSTSHIPS

Ghostships do not represent a particular class of vessel, but rather they are those vessels which are substantially controlled by spirit stones, having only a small or even non-existent living crew. The use of Ghostships is strongly disliked by the Eldar, since it requires disturbing the spirits of the dead and forcing them to return once more to battle that they might aid their living kin. It is for this reason that the vessels are known as Ghostships, representing an undeniably powerful entity which straddles the boundary between life and death, yet equally represents a force that the Eldar would be wise to leave undisturbed in all but the most dire of circumstances. The Tyrannid invasion and the ensuing decimation of the population make Ghostships an abhorrent necessity to the Eldar of Iyanden, however, and they are a far more common component of the Craftworld's fleets than the Eldar would wish.

Any vessel in an Iyanden fleet may be converted to a Ghostship. Ghostships use the following special rules:

Leadership: Ghostships have normal Eldar leadership.

Special Orders: Ghostships are able to go onto special orders in just the same manner as other vessels, however there is always a danger that the spectral and deathly manner in which these vessels interact with the real universe will distract them and turn their attention away from the battle at hand. If a Ghostship fails a Command check for a special order, it not only fails to go onto the special order, but may also do nothing this turn. If the failed check is as a result of attempting to go onto Brace for Impact orders at another point during the turn, the Ghostship may do nothing during its next turn instead. When you fail a Command check for a Ghostship you may not make any further Command checks for other Ghostships during the same turn. You may, however,

continue to give special orders to other 'crewed' vessels in the fleet (until, of course, you fail a Command check with one of them as well).

Deathless: Ghostships require none of the more delicate systems required to support a living crew, and the ease with which the interred spirits move throughout the wrathbone arteries of the vessel means that even when badly damaged the vessel is still able to function effectively. By the normal fragile standards of the Eldar, Ghostships present a fairly sturdy proposition. Ghostships, unlike other Eldar vessels, only suffer a critical hit on a roll of a 6 (not a 4, 5 or 6 as is usually the case with Eldar vessels).

Uncrewed: Since Ghostships are piloted by the spirits of long-dead Eldar warriors, their crews are either small or non-existent. For this reason:

- Ghostships may not contain Aspect Warrior fighting crews.
- Ghostships may not be armed with launch bays.
- Ghostships may not launch boarding actions, or hit-and-run attacks of any form.
- Enemy boarding a Ghostship gain a +1 modifier in the boarding action, in addition to other modifiers.
- Enemy making a hit-and-run attack against Ghostships add +1 to their dice roll.

Ghostships roll only half the normal number of dice when undertaking damage control in the End phase (before halving it again for Blast markers, if appropriate).

"The mind of the Farseer is utterly inhuman in its depth and complexity. Without mercy or moral-feeling his consciousness stands upon the edge of spiritual destruction. That he does not fall must be the result of constraints and balances which only an Eldar could understand. To a mere human it is another reminder that we are but children in comparison to that ancient and powerful race."

CRAFTWORLD ASSAULT

Direct attacks against a craftworld are exceedingly rare not least because, despite their immense size, craftworlds are extremely elusive prey, rarely sighted by non-Eldar. However, when the Tyranid swarms of Hivefleet *Kraken* descended upon the galaxy, they did so in such numbers that Iyanden could not help but cross their path and in so doing find itself in the greatest peril of its history...

FORCES

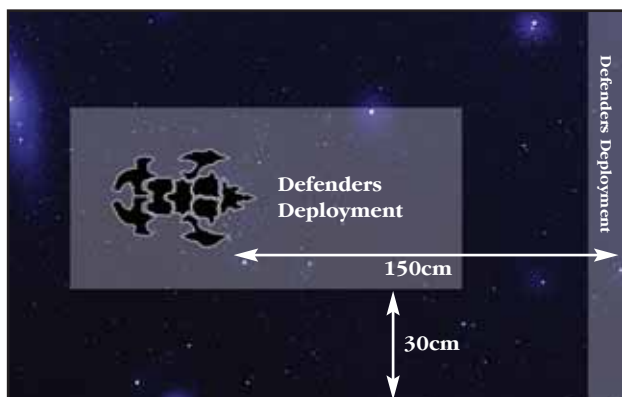
Both fleets are of equal points. The defender (Eldar) does not spend extra points on planetary defences – these are included in the special rules for the craftworld instead (see below). Since the attackers are Tyranids, they do not gain any extra transport models (since all Tyranid ships are ‘transports’ in effect), but if you want to replay this scenario with another attacker, they may take two free transports for every 500 points (or part) in his fleet.

BATTLEZONE

A craftworld assault normally takes place in the system’s primary biosphere, outer reaches or in deep space, since these are the regions through which craftworld’s most commonly travel. Declare one table edge as sunward and set up other celestial phenomena as normal.

THE CRAFTWORLD

In this scenario, the craftworld is considered to be the target of an attack, in the same manner as a planet would be in a planetary assault. The Tyranid assault of Hive Fleet *Kraken* targetted Iyanden, which is a very large craftworld (about 25cm in diameter). However, if you are refighting this scenario with another craftworld as the target, or if you want to introduce some degree of randomness into the game, you can always vary the size of the craftworld, or roll on a dice: 1 = small (no more than 15cm), 2-5 = medium (no more than 20cm), 6 = large (no more than 30cm). Craftworlds follow all the rules for planets, since their immense size means they create their own gravity wells, etc. Small craftworlds have a gravity well of 10cm, medium craftworlds of 15cm and large craftworlds of 20cm.



The craftworld is placed no more than 150cm from one of the short table edges. Whilst craftworlds do actually travel through space, their progress is so remarkably slow that during the course of a battle they will exhibit no noticeable movement, and hence the models themselves do not move, in just the same way as planets do not move during a battle, despite their actual movement in orbit of the nearest star.

Craftworlds are not surrounded by moons or rings, and do not have planetary defences. Instead, individual areas of the craftworld provide defences, by means of pulse laser arrays aimed into stay, attack craft patrols and so on. In the particular case of Iyanden, these roles are fulfilled by two areas – the Fortress of Tears, and the Fortress of the Red Moon. Whilst other craftworlds may vary in their defences, you can safely use the following rules as standard for all craftworlds.

Fortress of Tears & Fortress of the Red Moon

Both these fortresses are designed to repel invaders from Iyanden, utilising powerful but indirect plasma shots to disrupt and scatter any enemy which manage to evade the craftworld’s cruiser patrols. At full effect the fortresses are designed to act as defence for the entire eastern and western halves of the craftworld respectively. Each time an Assault Point is ‘landed’ on the craftworld (ie, a new Assault Point is scored), roll a dice. On a score of a 4 or more, one of the fortresses damages the attacking wave so heavily that the landing is essentially ineffective and no Assault Point is scored.

The fortresses also allow the craftworld to repel ships in low orbit. During the Eldar player’s Shooting phase, the fortresses unleash one pulsar lance shot against each vessel on the Low Orbit table.

However, there is always the danger that the fortresses themselves will fall. During each End phase, roll one dice for each Assault Point already scored on the craftworld. If any of these score a ‘6’ the fortresses are damaged, and the chance of destroying enemy Assault Points, or scoring a hit on ships in low orbit, is reduced by 1 (ie, to a 5+ the first time, then to a 6+, then they are destroyed completely). No matter how many 6s are rolled, only a single –1 reduction can apply in each End phase.

SET-UP

The defender can choose to place ships and squadrons either on patrol or on standby in high orbit, or within the craftworld’s gravity. Roll a D6 for each defending ship/squadron (except Shadowhunters, see below) on patrol: on a 1-3 the attacker may set up the ship/squadron, on a 4-6 the defender may set it up.

Ships on patrol may be set up anywhere that is not within 30cm of a table edge or within an area of celestial phenomena. The defender always decides the facing of ships, regardless of who set them up. The attacker deploys his fleet within 15cm of the short table edge furthest from the planet. You will also need a separate low orbit table.

Shadowhunter Patrols

Shadowhunters are quite simply the most nimble patrol vessels in the galaxy, and so must always be set-up on patrol, but no dice roll is required, and they are always deployed by the defender.

FIRST TURN

The players roll a D6. Whoever got the highest may take either the first or second turn.

SPECIAL RULES

Attacking ships must move within 30cm of the craftworld table edge (which obviously replaces the planet edge) on the low orbit table to send troops to the surface and bombard enemy positions. Remember that, since the attackers are most likely Tyranids, you should follow the special scenario considerations for Tyranids, as presented in Armada. However, should you wish to vary the attackers, the following basic rules apply:

For each turn an attacking capital ship spends within 30cm of the craftworld edge, the attacker scores 1 Assault Point. For each turn an attacking transport spends within 30cm of the craftworld edge, the attacker scores 2 Assault Points. A ship deploying troops or bombarding the craftworld may not do anything else that turn.

GAME LENGTH

The game lasts until one fleet is destroyed or disengages, or the attacker has scored 10 or more Assault Points.

VICTORY CONDITIONS

Add up the Assault Points earned by the attacker and add +1 to the total for every 500 Victory Points (rounding down) scored by the attacker for destroying or crippling

ships and planetary defences. Deduct -1 Assault Point for every 500 Victory Points (rounding up) scored by the defender. Look up the adjusted Assault Point total on the table below:

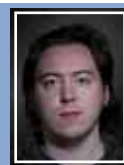
Total assault points	Result
0-1	Defender's Victory The attacking forces achieved almost nothing. The pitiful amount of assaulting troops that reached the craftworld will be quickly annihilated.
2-5	Defender's Marginal Win The assaulting forces are prevented from making a substantial landing on the craftworld. Nonetheless, enemy detachments will now have to be hunted down and destroyed.
6-9	Attacker's Marginal Win The assault dropped enough troops, etc, to capture a large part of the craftworld's resources. Ongoing battles for control of the world will rage for months, even years.
10+	Attacker's Victory The attackers succeeded in sweeping aside the defending forces and staging decisive landings at key points all over the craftworld. Within a few weeks of mopping up, the attackers will have complete control of the planet.

Author

Matt is preparing for Editorial duties on issue 4, as Andy will be out of the office for a while. This is on top of working on version 2 of BFG!

Further Information Website

Expect to see more Doom of the Eldar next issue including Yriel's flagship!
www.BattlefleetGotbic.com



A group of Shadowhunters give chase.