

SPACE HULK

ELDAR

Farseers, Aspect Warriors, Warlocks and Wraithguard in Space Hulk by Ian Pickstock

The Eldar are one of the most technologically advanced races in the galaxy, having surpassed needing clunky computers and electronics. The Eldar make use of psychic networks and the captured spirits of fallen Eldar to power their machines and enhance their troops. Just like the Imperium, the Eldar Craftworlds face the problems of combating the menace of Space Hulks. Lacking the protection and fire power of the Adeptus Astartes' Terminator squads, the Eldar use their great variety of Aspect Warriors to deal with the Genestealer threat in a totally unique way.

In this article I will cover full rules for using Dire Avengers, Fire Dragons, Striking Scorpions, Howling Banshees and Dark Reaper Aspect Warriors. Plus rules for Exarchs, Farseers, Warlocks and Wraithguard. These rules will allow you to include Citadel's large range of Eldar figures in your games of Space Hulk. Unfortunately due to the size of this article there isn't room to include a mission or a campaign. I suggest that you should experiment with the Eldar in existing missions, or even event your own. If you have any suggestions or maybe even a mission or campaign of your own, feel free to send them to the Journal.

FARSEERS

The most powerful seers of all are the Farseers, of which every craftworld only has very few. They do not normally wake, but spend their time in a state of trance, their spirits roaming at will through the Wraithbone, directing the psycho-energy flow throughout the entire Craftworld. Their visionary skills enable the Eldar to avoid dangers that beset Craftworlds, exploring possible future paths that lie ahead and determining how those paths may be altered. Eldar Farseers do not normally fight in the Eldar's wars but in times of great need his incomparable powers will be employed. When the Eldar come in to contact with Space Hulks a Farseer is rarely needed in the actual combat, but a Farseer will always control the Eldar assault from the security of the Craftworld. In the Craftworld it is possible for the Farseer to draw on the great powers of the Wraithbone and the Dome of Crystal Seers to aid him in determining the nature of the enemy they face and how best the Eldar can neutralise them.

In Space Hulk Eldar forces do not have Command Points, instead they call on the powers of their Farseer to guide them. The Farseer acts a little bit like a Space Marine Commander, monitoring the force's progress and directing the overall strategy. The main difference is that instead of monitoring the force using scanners and the mothership computers, a Farseer uses his psychic powers and the Wraithbone to monitor the force on both the physical and the psychic plane. The Farseer is able to help by predicting the future and using his psychic powers to either enhance his forces or reduce the effectiveness of the enemy or even to use a powerful psychic power to directly prevent the enemy's actions.

The Farseer is represented by a deck of special cards, each card has a particular action on it that the Farseer can perform to assist the Eldar force. Before the game begins shuffle the deck of cards and place them face down in the middle of the table. At the beginning of the Eldar player's turn he should roll a D6. The number rolled is the number of cards which the Eldar player can take. The Eldar player should study his hand for a few seconds and decide which one of the cards he is going to use that turn. After he has decided the unused cards should be placed face up in a discard pile. The Eldar player should hold on to the card. He can play the card at any time in either this Eldar turn or his opponent's following turn. If at the end of his opponent's following turn the card is still unused then it is wasted and should be placed in the discard pile.

Once all the cards are in the discard pile you should shuffle them again and continue using them as before.



BATTLE FATE

The Farseer examines the skeins of probability to try to determine which courses of action will give a single squad the best chance of success. Choose any squad on the board. All the members of that squad get a +1 modifier applied to all their shooting and close combat rolls.

FORCE OF ASURYN

The Farseer calls upon the powers of an ancient spirit to enhance his forces fighting potential. Choose any squad in your force and roll a dice. The number rolled is the number of bonus APs which can be expended by that squad, they can be spent in your own turn or in the opponent's turn like CPs.

GUIDE

The Farseer reaches into the mind of one of the Eldar in his force and guides him as he fires his weapon. Choose any Eldar model on the board, when that model makes a firing action the shot kills or destroys its target on a roll of 2 or more. The affected Eldar may make no other shooting action this turn.

DOOM

The Farseer searches for the thread of destiny that spells the destruction of a single enemy model. Choose any enemy model on the board. All ranged and close combat attacks made against the model receive a +1 modifier to their rolls.

TEMPORAL WEAVE

The Farseer locates the thread of time of which one of the enemy models destiny is tied to. Using his great power the Farseer disrupts the time thread, causing the enemy model to become unwoven from time itself. Choose one enemy model on the board. For this turn it may make no action. Although it can defend itself in close combat.

STORM OF SILENCE

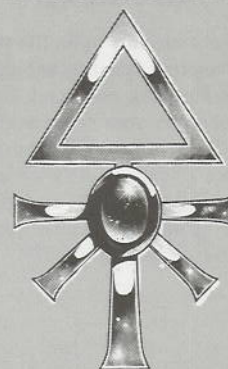
The Farseer calls upon the Howling Banshee Aspect Shrine to assist him. He is answered by Jain Zar the Phoenix Lord of the Howling Banshee who invigorates her warrior maidens with a blood curdling battle cry. Choose any one Howling Banshee on the board. That Howling Banshee gets double APs for that turn.

SHADOW STALKER

The Farseer calls upon the Striking Scorpion Aspect Shrine to assist him. He is answered by Karandras the Phoenix Lord of the Striking Scorpions who imbues his warriors with the skill of stealth, muffling their movements and casting powerful illusions about them. Choose any Striking Scorpion Squad. For this turn, if any overwatch attacks are made against them, then they can force the opponent to reroll one of their dice per overwatch shot.

TEMPORAL WEAVE

The Farseer locates the time thread of one of his Eldar, he weaves the thread so that it seems that the Eldar is moving twice as fast as normal. Choose any one Eldar model on the board. For this turn that Eldar may either move, shoot or close combat for half the normal APs. All other actions cost normal APs.

FARSEER**FARSEER**

MIND WAR

The Farseer reaches out and attempts to single out the source of enemy psychic power. Once he has found it he blasts it with a bolt of psychic energy. This temporarily disorients the enemy's command and makes them act slow and without purpose. The opposing player must complete their turn in 2 minutes, even if normally they don't have a timed turn. If they have any models which give them bonuses to the timer then they are ignored for this turn.

FORCE OF ASURYAN

The Farseer calls upon the powers of an ancient spirit to enhance his forces fighting potential. Choose any squad in your force and roll a dice. The number rolled is the number of bonus APs which can be expended by that squad, they can be spent in your own turn or in the opponent's turn like CP's.

MIND WAR

The Farseer reaches out and attempts to nullify hostile psychic powers by blasting the source psykers mind. Any psychic powers in play at present are nullified and removed from the board, they have no further affect on the game, unless the power is played again.

MIND WAR

The Farseer attempts to make it very difficult for enemy psykers to use their powers by bombarding them with confusing illusions and forcing their minds to solve inconsequential problems. All psykers must pay double APs or CPs to use a power. If the rulebook states that a power costs 0 APs to use, then the psyker must pay 1 AP to use it.

CRYSTAL SEER

The Farseer calls upon the power of one of the ancient Farseers in the Dome of the Crystal Seers to enhance his power. The Farseer may retain this card and keep it to play at any time in the game. When the card is played the Farseer may take the next card in the deck and use it this turn, this is in addition to any card that the Farseer may use that turn.

SPIRIT SEER

The Farseer calls upon the power of the Wraithbone to invigorate all Spirit Stones. All Wraithguard on the board receive 1 bonus AP, which they can be spent in your own turn or in the opponent's turn like a CP.

FORCE OF ASURYAN

The Farseer calls upon the powers of an ancient spirit to enhance his forces fighting potential. Choose any squad in your force and roll a dice. The number rolled is the number of bonus APs which can be expended by that squad, they can be spent in your own turn or in the opponents turn like CP.

PHOENIX SPIRIT

The Farseer calls upon the Wraithbone to allow him to re animate a recently fallen Eldar. The Eldar player may select one Eldar model (not Wraithguard) that has been killed in the game. The Eldar may be placed anywhere on the board as long as it is in a square adjacent to an Eldar model. That model may make an immediate action with D6 action points, using any weapon and special abilities that the model would have normally. The model may not use psychic powers. At the end of the action the model is removed.

FORTUNE

The Farseer summons protective energies and casts them about one of the Eldar units. Choose any one squad on the board. For this turn any model in the squad that is killed should roll a dice. On a roll of 5 or 6 the model is saved by the protective energies and you can ignore the kill.

ASPECT WARRIORS

DIRE AVENGERS



Dire Avengers are the most numerous of all the Aspect Warriors and they have shrines on all the Craftworlds. The Dire Avenger's high flexibility makes them one of the most useful Aspect Warrior types to use to defend against attacks from Genestealers. simply gunning down the Genestealers in droves with their deadly accurate shuriken catapults.

Movement

Dire Avengers have 5 APs to spend on moving and shooting. The costs for their actions are listed on the Eldar Aspect Warriors Action Summary.

Close Combat

A Dire Avenger rolls one dice in close combat and subtracts 1 from the score. Note this takes into account that the Dire Avenger carries a las-pistol side-arm.

Shuriken Catapult

The shuriken catapult (Eldar: *Tuelean*) are almost unique to the Eldar, their technology is extremely advanced and very difficult to replicate. The shuriken catapult is built around a gravitic accelerator. The accelerator creates a peristaltic shift from the front to the rear of the firing chamber, hurling the shuriken missiles forward at tremendous velocity. A burst of several missiles can be fired in a fraction of a second in this way.

A Dire Avenger armed with a Shuriken Catapult rolls two dice and can be used in move and fire actions. The shuriken catapult is capable of sustained fire, the bonuses are as detailed below. Note that in the hands of a Dire Avenger the shuriken catapult is capable of a much greater rate of fire and when used by models other than Dire Avengers the maximum sustained fire bonus is +2.

Shot	Bonus
First shot:	0
Second shot:	+1
Third Shot:	+2
Forth & subsequent shots:	+3

Shuriken Storm - Special Ability

Dire Avengers are highly skilled with their shuriken catapults. Already able to spew out a phenomenal amount of firepower, the shuriken catapult combined with the lightning fast reactions of a Dire Avenger makes the shuriken catapult even more dangerous. They use their high dexterity to increase the rate of fire without losing accuracy.

Once per turn a Dire Avenger may use his Shuriken Storm ability. The ability costs 1AP to activate. Once activated the Dire Avenger may roll one extra dice when firing his shuriken catapult. After the shuriken storm has been activated then if the Dire Avenger makes any other action other firing the shuriken catapult, he will immediately lose the shuriken storm ability and he will not be able to use it again that turn.



ELDAR ASPECT WARRIOR ACTION SUMMARY

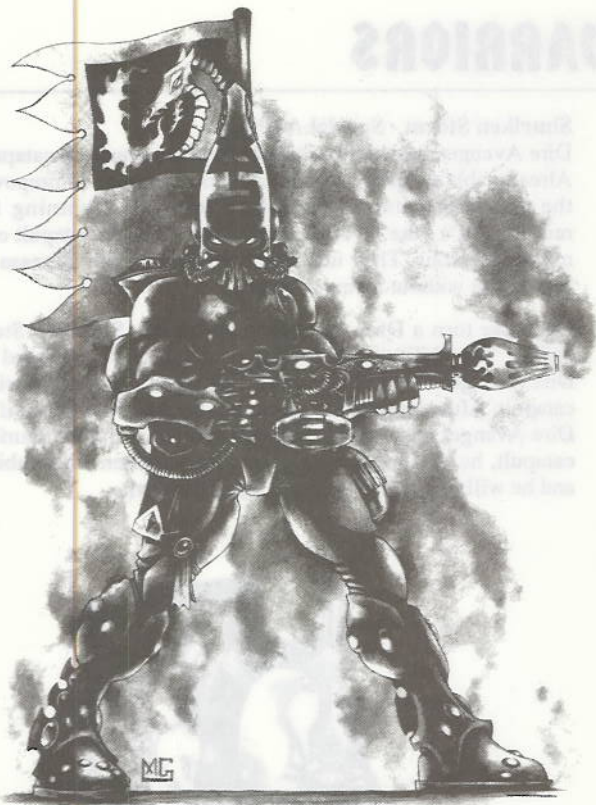
Dire Avenger, Striking Scorpion and Howling Banshee AP Table

Action	AP Cost
Move forward 1 square:	1
Move backward 1 square:	2
Move sideways 1 square:	1
Turn 90°:	0
Turn 180°:	1
Set Overwatch:	2
Clear jam:	1
Open Close Door:	1

Dark Reaper and Fire Dragon AP Table

Action	AP Cost
Move forward 1 square:	1
Move backward 1 square:	2
Move sideways 1 square:	-
Turn 90°:	1
Turn 180°:	2
Set Overwatch:	2
Clear jam:	1
Open Close Door:	1

SPACE HULK - ELDAR



FIRE DRAGONS



The Fire Dragons are less numerous than the Dire Avengers and their favoured mode of warfare is specialised. They wear red and carry a melta-gun which delivers a blast of intense heat.

Movement

Fire Dragons have 5 APs to spend on moving and shooting. The costs for their actions are listed on the Eldar Aspect Warrior Action Summary.

Close Combat

A Fire Dragon rolls one dice in close combat and subtracts 1 from the score. Note this takes into account that the Fire Dragon carries a las-pistol side-arm.

Shooting

Fire Dragons are armed with melta-guns. The melta-gun works by sub-molecular (atomic) thermal agitation. A target hit by a melta-gun will suddenly become very hot and spontaneously combust, melt into molten slag or just evaporate. Although this makes the weapon deadly against almost any target, it does have a serious drawback. The melta-gun can cause serious damage to the superstructure of a Space Hulk. The melta-gun are used against a single target, just make the appropriate roll to kill or destroy the target, as indicated on the weapon table below. The melta-gun cost 2APs to fire, has a range of 8 squares, may be used in move and fire actions, does not benefit from sustained fire and cannot be used in overwatch. The melta-gun has a limited supply of ammunition and only has six shots. The melta-gun can be reloaded at cost of 4APs.

If the melta-gun kills or destroys the target, there is a chance that the blast will create a pitfall. Roll a D6 on a roll of 4, 5 or 6 the shot creates a pitfall. Place a pitfall marker on the board. A Fire Dragon may deliberately create a pitfall - The Fire Dragon can fire his melta-gun at a square within his range. On a roll of a 2 or more the shot hits and a pitfall is created.

Dragon Armour - Special Ability

Fire Dragon aspect armour consists of thick flexible plates and is adorned with scales and a spiny protrusion. These adornments have another purpose in addition to making them look like the mythical beast which they portray. The scales and protrusions make it very good at deflecting damage which would kill the Fire Dragon. To represent this if a Fire Dragon is killed by a shooting or close combat attack, roll a D6. On a roll of a 6 the damage is deflected and the attack has no effect on the Fire Dragon.

DARK REAPERS

The Dark Reapers are the most heavily armed of the common Aspects. Their black armour is made from heavy interlocked plates and they have heavy lower leg armour to stabilise their bodies so that they can aim and fire more accurately. Dark Reapers are armed with a deadly long range missile launcher and their role in Space Hulk fighting is to defend the rear and large open areas like cargo bays and hangars from Genestealer infestation.



Movement

Dark Reapers have 4 APs to spend on moving and shooting. The costs for their actions are listed on the Eldar AP Costs Table.

Close Combat

A Dark Reaper rolls one dice in close combat and subtracts 2 from the score. Dark Reapers are at a disadvantage in close combat due to the heavy bulk of their armour and weaponry.

Shooting

Dark Reapers are equipped with a deadly missile launcher. The different types of ammo which can be loaded into a missile launcher make it a very useful and flexible weapon to have supporting a Space Hulk assault. The missile launcher has frag missiles for clearing out large numbers of lightly armed targets, like purestrains and hybrids. Super Krak missiles can be used to destroy doors, bulkheads and Traitor Terminators. While plasma missiles can block important lines of attack and allow the faster assault troops to out-flank the enemy.

A missile launcher costs 2APs to fire and cannot be used to perform move and fire actions.

A missile launcher can fire three types of ammunition and has an unlimited supply of all three types. The player must select what type of ammunition the Dark Reaper is firing before rolling any dice to hit. A missile launcher receives no sustained fire bonus.

Super Krak

Super Krak missiles are used against single targets, just make the appropriate roll to kill or destroy the target, as indicated on the weapon table at the end of this article.

Plasma

Plasma missiles affect all the models and features on an entire board, much in the same way as a flamer hit - as the effects are nearly instantaneous, plasma missile explosions block neither movement of line of sight, and no marker remains on the affected board section.

Frag

A Frag missile affects all the models and features on an entire board section, much in the same way as a flamer hit. Once a frag missile has been fired place a frag marker on the target board section to show that line of sight through that section is blocked.

Dark Reaper Range Finder - Special Ability

The Dark Reaper's armour incorporates a complex array of sensory and range finding equipment linked to their weapons. The Range Finder is able to lock on to moving targets and is extremely useful for identifying threats in Space Hulks. A Dark Reaper may set Overwatch with his missile launcher. To set overwatch costs 2APs. The overwatch works in exactly the same way as normal overwatch. The Dark Reaper must decide what ammunition he is loading when he sets overwatch and after he has fired the first shot, overwatch is lost and the overwatch counter removed.

STRIKING SCORPIONS

The Striking Scorpions are amongst the most powerful of the hand-to-hand fighting Warrior Aspects. Their green armour is especially thick and resilient and every shrine has its own individual system of yellow, black or orange patterning. Striking Scorpions carry powered saw-tooth swords called chainswords as well as shuriken pistols. But their own unique weapon makes them very useful for Space Hulk combats.

Movement

Striking Scorpions have 5 APs to spend on moving and shooting. The costs for their actions are listed on the Eldar AP Costs Table.

Close Combat

A Striking Scorpion rolls one dice in close combat. The striking scorpion is also armed with a chainsword. The chainsword is a long blade with a powered chainsaw edge studded with monomolecular teeth capable of slicing through armour and sinew alike. The chainsword allows the Striking Scorpion to parry in close combat. After both sides have rolled their close combat attacks. The Eldar player may force his opponent to reroll one of their dice. Note the new roll stands even if it is better than the first one. A Striking Scorpion may only parry when he is facing his opponent. The benefits of the Chainsword and the Shuriken pistol have already been taken into account in his close combat factor.

Shooting

The Striking Scorpion may use his shuriken pistol for ranged attacks. The shuriken pistol works exactly like the shuriken catapult. Only with reduced range and rate of fire. The Shuriken pistol costs 1 AP to fire and may also be used to perform move and fire actions. For each shot roll one dice. The shuriken pistol has a 12 square range, may be used in overwatch and has the following sustained fire bonuses.

Shot	Bonus
First shot:	0
Second shot:	+1
Third and subsequent shots:	+2

Mandiblasters - Special Ability

The mandiblaster is a short range laser weapon used to deliver a deadly sting to a target before close combat. The mandiblasters are worn like tusks on either side of the warrior helmet and are activated by psychic pick up in the helmet. The mandiblasters fire a stream of tiny metallic needles straight forward into the target. These needles cannot do much damage, but they act as a conductive medium through which the Striking Scorpion delivers an intense laser energy sting.

Whenever the Striking Scorpion either initiates a close combat or is attacked in close combat. The Striking Scorpion may make an immediate mandiblaster attack. This action is free and the Striking Scorpion doesn't have to pay any APs to do so. The mandiblaster attack works exactly like a ranged attack. The Striking Scorpion rolls one dice making the appropriate roll to destroy or kill the target, as indicated on the table below.

Note this is the only way mandiblasters can be used. The Striking Scorpion may not fire them in any other manner.



HOWLING BANSHEES



The Howling Banshees are the most lightly equipped of the most common types of Aspect Warrior. They are swift and mobile troops who are most deadly in hand-to-hand fighting. Their banshees masks contain psycho sonic amplifiers which intensifies their battle screams into mind-destroying barrages. This inflicts a severe shock to the central nervous system of the Eldar's foe causing momentary

paralysis. Their costumes are bone-coloured while their flaming shock of hair is orange. Most Howling Banshees are female, although any Warrior Aspect can be male or female.

Movement

Howling Banshees have 6 APs to spend on moving and shooting. The costs for their actions are listed on the Eldar AP Costs Table.

Close Combat

A Howling Banshee rolls one dice in close combat. The Howling Banshee is also armed with a power sword. The power sword is a long blade surrounded with a hazy blue energy field which disrupts any solid matter it touches, tearing it apart. The power sword allows the Striking Scorpion to parry in close combat. After both sides have rolled their close combat attacks. The Eldar player may force his opponent to reroll one of their dice. Note the new roll stands even if it is

better than the first one. A Howling Banshee may only parry when she is facing her opponent. The benefits of the power sword and the laspistol have already been taken into account in her close combat factor.

Shooting

The Howling Banshee may use her laspistol for ranged attacks. The laspistol costs 1 AP to fire and may also be used to perform move and fire actions. For each shot roll one dice. The laspistol has a 12 square range, may be used in overwatch and cannot be used for sustained fire.

Banshee Mask - Special Ability

Banshee Masks contain a special psycho sonic amplifier which intensifies the Eldar's screaming battle cry to a piercing shriek. Howling Banshees are trained how to release their rage as they charge into close combat, and taught how to focus and project resultant screams against their enemies. Enemies exposed to this psychic scream suffer almost total paralysis as their central nervous system is flooded with unbearable levels of psychic energy.

A Howling Banshee may activate her mask for free, by she must move at least three squares to do so. Wherever the Howling Banshee is at the end of the her turn, the three square in front of her (see diagram) are affected by the Banshee Mask's psychic scream. Any models affected by a psychic scream reduce the number of dice they roll in close combat by one. Place special -1 Banshee Mask counters next to the affected models. The models remain affected by the psychic scream until the beginning of the next Eldar turn. Note it is possible for models to be affected by more than one psychic scream, in which case the attack dice should be reduce by the appropriate amount and additional counters placed to indicate this.



EXARCHS

The Exarchs are high priests of the bloody-handed God and keepers of the shrines of the Aspect Warriors. They are warriors who have become trapped in their Warrior Aspects. This is a danger every Aspect Warrior faces: his mind may become trapped upon the warrior path, and he may never recover his full personality. An Exarch wears an elaborate and often ancient version of Aspect Armour. From his shrine he takes the spirit stone that contains all the departed spirits of all the past Exarchs. He assumes the sacred name associated with the stone and his spirit mingles with those Eldar who have borne the stone since the shrines inception. His personality is lost into the greater heroic being that bears the Exarch's name. Memories and experiences merge with his own, his own life become just another stage in the life of the spirit stone, and the heroic warrior is reborn with new flesh.

As well as being powerful warriors in their own right, Exarchs act as leaders for the Aspect Warriors. For each Exarch in your force you may add 30 secs to the time for the Eldar player to complete his turn.

Movement

Exarchs have 5 APs to spend on moving and shooting. The costs for their actions are listed on the Eldar AP Costs Table.

Close Combat

An Exarch rolls one dice and subtracts 1 from the score in close combat. The Exarch may gain bonuses to their close combat factor depending upon their Aspect and what weaponry they are carrying.

EXARCH ASPECTS

All of the Aspect Warrior shrines have their own Exarchs and like the Aspect Warrior the Exarchs carry ritualised wargear and train in specialised skills in order to assume their particular Aspect of the Bloody-Handed God.

DIRE AVENGER



The Dire Avenger Exarch is armed with a shuriken catapult and laspistol. The shuriken catapult works in exactly the same way as a normal shuriken catapult and the laspistol allows the Exarch to add +1 to his close combat rolls.

Shuriken Storm

Dire Avenger Exarchs have the Shuriken Storm ability as stated for Dire Avenger Aspect Warriors.

Crack Shot

A shuriken catapult in the hand of a Dire Avenger Exarch is lethal. The Exarch can fire untold burst with supreme accuracy. Whenever the Dire Avenger Exarch rolls dice to shoot, he may reroll one dice.

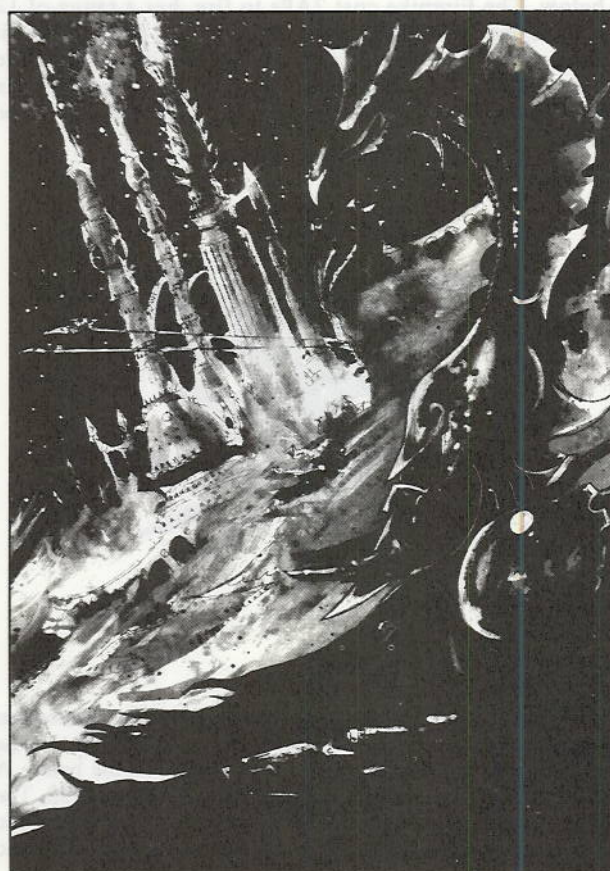
Dire Sword - Ancient Weapon

The Diresword is a dark blade encrusted with Seer Runes - many so old that they can no longer be read. As the sword is held these runes twist and shift spelling out in their inscrutable way the fates of those who behold it. A Dire Avenger Exarch may exchange his shuriken catapult for a Diresword. An

Exarch with a Dire Sword may add +1 to their close combat rolls and parry twice. After both sides have rolled their close combat attacks. The Eldar player may force his opponent to reroll one of their dice. Note the new roll stands even if it is better than the first one. A Exarch may only parry when he is facing his opponent. The Diresword allows the user to parry twice, so if they don't like the first reroll they may parry again. A Dire Avenger Exarch armed with a Dire Sword may use his laspistol for ranged attacks. The laspistol costs 1 AP to fire and may also be used to perform move and fire actions. For each shot roll one dice. The laspistol has a 12 square range, may be used in overwatch and cannot be used for sustained fire.

Bright Lance - Ancient Weapon

The bright lance is a distinctive high powered laser weapon rather like a stripped-down lascannon. The bright lance sacrifices some of the range and punch of heavier laser weapons for a faster recharge rate and lighter weight. These qualities make the Brightlance an ideal weapon for Space Hulk combats, allowing the Exarch to bound down corridors, squeezing off blasts of deadly laser energy. A Bright Lance is very useful in Space Hulk combats, allowing the user to make lightning hit and run attacks with some serious firepower. A Dire Avenger Exarch may exchange his shuriken catapult with a Bright Lance. The Bright lance costs 2APs to fire, can be used in move and fire actions, doesn't receive sustained fire bonuses and may not be used on overwatch.



FIRE DRAGON



The Fire Dragon Exarch is armed with a melta-gun and laspistol. The shuriken catapult works in exactly the same way as a normal shuriken catapult and the laspistol allows the Exarch to add +1 to his close combat rolls.

Dragon Armour

The Fire Dragon Exarch have the Dragon Armour ability as stated for Fire Dragon Aspect Warriors.

Tough

Fire Dragon Exarchs are even more impervious to damage than the Fire Dragon Aspect warriors. Not only are they protected by the thicker Exarch Armour, but they seem to have a sixth sense for judging incoming fire, and moving to take it the thicker parts of their armour. The Fire Dragon Exarch may add one to his rolls for Dragon Armour. Giving him a save of a 5+ on one dice against any shooting or close combat attacks which kill the Exarch.

Firepike - Ancient Weapon

The Firepike is an intricate and elegant Eldar heat weapon, an ancient artefact created before the fall of the Eldar. A Firepike is a form of long range melta-gun which can blast holes through armour and flesh with ease. A Fire Dragon Exarch may exchange his melta-gun for a Firepike. The Firepike is used against a single target, just make the appropriate roll to kill or destroy the target, as indicated on the weapon table below. The Firepike cost 2APs to fire, has a range of 12 squares, may be used in move and fire actions, does not benefit from sustained fire and cannot be used in overwatch. The Firepike has a limited supply of ammunition and only has six shots, after which it must be reloaded. The Firepike can be reloaded at cost of 4APs.



If the Firepike kills or destroys the target, there is a chance that the blast will create a pitfall. Roll a D6 on a roll of 4, 5 or 6 the shot creates a pitfall. Place a pitfall marker on the board. A Fire Dragon may attempt to deliberately create a pitfall. The Fire Dragon may choose to fire his Firepike at a square within his range - On a roll of a 2 or more the shot is successfully and a pitfall is created.

DARK REAPER

The Dark Reaper Exarch is armed with a missile launcher and laspistol. The missile launcher works exactly like a normal missile launcher and the laspistol allows the Exarch to add +1 to his close combat rolls. Unfortunately due to the added bulk of the missile launcher a Dark Reaper Exarch must deduct 2 from his close combat rolls

Dark Reaper Range Finder - Special Ability

The Dark Reaper Exarchs have the Dark Reaper Range Finder ability as stated for Dark Reaper Aspect Warriors.

Mighty Strike

It is quite common for Dark Reaper Exarchs to train in the skills of close combat. This may seem strange and a stark contrast to the Dark Reaper Aspect. But on the battlefield, the Dark Reaper Exarch can use his skills to protect the Dark Reaper Aspect warriors from close combat, allowing them to continue their devastating barrages. A Dark Reaper Exarch makes great use of the Dark Reaper Aspect Armour, using the servo-assisted arms that help the Dark Reaper to wield his missile launcher, to deliver awesome close combat blows. A Dark Reaper Exarch may roll two dice in close combat, with normal modifiers.

Shuriken Cannon - Ancient Weapon

A Dark Reaper Exarch may exchange his missile launcher for a Shuriken Shrieker Cannon. The Shuriken Shrieker Cannon (Eldar: *Buanna*) is an upgraded version of the shuriken catapult with a longer barrel. When firing shuriken ammo the weapon follows these rules. The shuriken cannon rolls two dice, has an unlimited range, unlimited ammunition and gains the following sustained fire bonuses:

Shot	Bonus
First shot:	0
Second shot:	+1
Third and subsequent shot:	+2

When used by a Dark Reaper Exarch it costs 1AP to fire and cannot be used in move and fire actions.

The shuriken cannon may be used in overwatch. The shuriken cannon rolls two dice and jams if a double is rolled. A Dark Reaper with a shuriken cannon does not use his Dark Reaper Range Finder to fire his shuriken cannon.

Note that although the shuriken shrieker cannon can fire different types of ammunition it's shrieker ammo has very little effect on board Space Hulks. Fighting in cramped conditions against an elite enemy who is not affected by the psychological effects of shrieker ammo.

Web of Skulls - Ancient Weapon

The web of skulls consists of three crystal skulls linked together by lengths of chain. The weapon is grasped by the links of chain and cast like a spinning bolas, and will automatically return to its user. A Dark Reaper Exarch may exchange his missile launcher for a web of skulls. The web of skulls can also be used in close combat like a flail or a morning star. The web of skulls allows the user to add 1 to his dice rolls in close combat. For ranged fire the web of skulls rolls one dice, costs 1AP to fire, does not get sustained fire bonuses and cannot be used for overwatch. If the web of skulls kills it's first target then the Eldar player can attempt to hit another target with 2 squares of the original. Roll to kill as before. If that roll succeeds then the Eldar player may attempt to kill another target within 2 squares of the second. If any of the rolls fail, or there are no targets with 2 squares of the Web of Skulls has killed three targets then it will return to the Exarch.

STRIKING SCORPION



The Striking Scorpion Exarch is armed with a shuriken pistol and a chainsword. The shuriken pistol allows him to add 1 to his close combat rolls. The chainsword also allows him to add 1 to his close combat roll and to parry. After both sides have rolled their close combat attacks. The Eldar player may force his opponent to reroll one of their dice. Note the new roll stands even if it is better than the first

one. A Striking Scorpion may only parry when he is facing his opponent.

Shooting

The Striking Scorpion may use his shuriken pistol for ranged attacks. The shuriken pistol works exactly like the shuriken catapult. Only with reduced range and rate of fire. The Shuriken pistol costs 1 AP to fire and may also be used to perform move and fire actions. For each shot roll one dice. The shuriken pistol has a 12 square range, may be used in overwatch and has the following sustained fire bonuses.

Shot	Bonus
First shot	0
Second shot	+1
Third and subsequent shots	+2

Mandiblasters - Special Ability

The Striking Scorpion Exarchs have the Mandiblasters ability as stated for Striking Scorpion Aspect Warriors.

Stealth - Special Ability

The Striking Scorpion Aspect train in the art of silent warfare. They aim to move up on the enemy without him being aware and then deliver their deadly sting. As Exarchs the striking scorpion have developed their skill to a fine art. A Striking Scorpion Exarch can only be shot at if the firer is within 6 squares of the Exarch.

Biting Sword - Ancient Weapon

The Biting Sword is a heavy chainsword with teeth made from crystalline shards which originate from before the fall. An Exarch may replace his chainsword with a Biting Sword. The Biting Sword allows the Exarch to add 2 to his close combat rolls and to parry in close combat. After both sides have rolled their close combat attacks. The Eldar player may force his opponent to reroll one of their dice. Note the new roll stands even if it is better than the first one. A Striking Scorpion may only parry when he is facing his opponent.

HOWLING BANSHEE

The Howling Banshee Exarch is armed with a laspistol and a power sword. The laspistol allows her to add 1 to her close combat rolls. The power sword also allows her to add 1 to her close combat roll and to parry. After both sides have rolled their close combat attacks. The Eldar player may force his opponent to reroll one of their dice. Note the new roll stands even if it is better than the first one. A Howling Banshee may only parry when she is facing her opponent.

Shooting

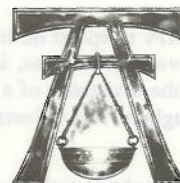
The Howling Banshee may use her laspistol for ranged attacks. The laspistol works exactly like a normal laspistol as printed in the table at the end of this article.

Banshee Mask - Special Ability

The Howling Banshee Exarchs have the Banshee Mask ability as stated for Howling Banshee Aspect Warriors.

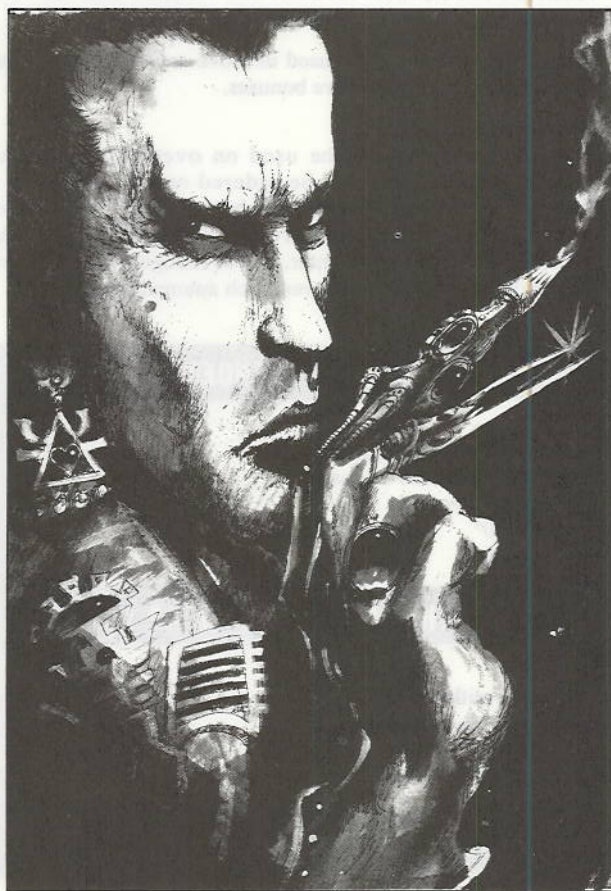
War Shout - Special Ability

All Banshee Exarch are trained to produce the ultimate psychic screams from their banshee mask and can actually inflict damage to the enemy with their psychic scream. In addition to the effects stated above at any time in her movement a Howling Banshee Exarch may use her War Shout. The War Shout costs 1AP to activate and has the following effect. The War Shout acts just like a section effect weapon. All none Howling Banshees on the board section take hit on the appropriate roll given below.



Power Axe - Ancient Weapon

The power axe is another more potent form of Eldar Power weapon. As well as being able to use it in close combat the power axe can be used to cut down doors and bulkheads, it's large heavy head cutting through plastelike like a hot knife through butter. A Howling Banshee Exarch may exchange her power sword for a power axe. A power axe allows the Exarch to add 1 to her rolls in close combat. The power axe can also be employed to break doors and bulkheads down. This costs 1AP for a door and 2AP for a bulkhead. No roll is needed, the target is automatically destroyed.



WRAITHGUARD

Wraithguard are the spirits of the living dead enshrined within robotic bodies. The power that animates these warrior machines is drawn from the Wraithbone core of the Craftworld. Only in times of great need are the dead called upon in this way, as the Wraithbone core is a vital source of energy without which the Craftworld would not survive. The Wraithguard form an important fighting force aboard Space Hulks, their extremely tough bodies able to take substantial punishment, whilst dealing death to all foes with their deadly Wraithcannon.

Movement

Wraithguard have 4APs to spend on movement, Wraithguard may only make movement actions, in order to make other actions they require the assistance of a Warlock to guide their spiritual bodies through the real universe.

Shooting

Wraithguard may not shoot unless ordered to do so by a Warlock. If a Wraithguard has been ordered to shoot then it will have a 'fire' order counter next to it. The Wraithguard may fire its Wraithcannon once at any point in its turn at a cost of 1AP. It is possible for a Wraithguard to be given several fire orders by a Warlock, and it may fire many times as long as it has sufficient APs.

The Wraithcannon is unique to the Eldar Wraithguard and is powered by the psychic energy of the Wraithguard spirit stone. This energy is focused to open a temporary rift between reality and warp space within the target, tearing it apart or warping it a distance away. The effects of the Wraithcannon are very similar to that of the D-cannon but the results are more tightly controlled and far more accurate. The Wraithcannon rolls one dice needing a 4 or more to destroy any target.

The Wraithcannon can be used in move and fire actions, but doesn't receive sustained fire bonuses.

Overwatch

The Wraithcannon can be used on overwatch. But the Wraithguard will have to be ordered on overwatch by a Warlock and for each overwatch shot will need a fire order counter. If the Wraithguard runs out of Fire Order counter then remove the overwatch counter. If a Wraithguard runs out of Fire Order counters it loses overwatch automatically.

WRAITHGUARD INDEPENDENT AP TABLE

Action	Cost
Move Forward 1 square	1
Move Backward 1 square	2
Move Sideways 1 square	-
Turn 90°	1
Turn 180°	2

WRAITHGUARD WARLOCK AP TABLE

Action	Cost
Fire Wraithcannon	1
Initiate close combat	1
Set Overwatch	2
Open/Close Door	1

A Wraithguard may not perform any of these action unless ordered to do so by a Warlock (see Warlocks).

Close Combat

Wraithguard may not initiate close combat unless ordered to do so by a Warlock. Note that a Wraithguard may always defend itself if attacked in close combat. If a Wraithguard is ordered to initiate a close combat, then it will have a Close Combat Order counter next to it. The Wraithguard may initiate a close combat at any point in its move at a cost of 1AP. The Wraithguard will continue to initiate close combats at a cost of 1AP until either the Wraithguard or its opponent is destroyed or the Wraithguard runs out of APs. A Wraithguard rolls one dice in close combat. A Wraithguard rolls one dice in close combat.

Destroying Wraithguard

Wraithguard are constructed out of an unknown Wraithbone which is moulded into shape by special psykers called bone-singers. The Wraithguard are very tough and difficult to destroy. To represent this, whenever a result which indicates a Wraithguard is destroyed either by shooting, close combat or psychic attack. Roll a dice on the following table.

WRAITHGUARD DAMAGE TABLE

D6	Result
1-2	The attack on the Wraithguard only result in a few pieces of its thick Wraithbone being blown off. The Wraithguard is undamaged.
3	The Wraithguard is knocked to the ground by the attack but is unharmed. The model must spend 4APs standing up next turn. The Wraithguard must deduct 2 from all further close combat rolls whilst on the ground.
4-5	The Wraithguard is destroyed and should be removed from the board as usual.
6	The Wraithguard is destroyed and the spirit stone releases its energy into the warp with a horrific moan. There is a chance that models nearby may be sucked with it. Roll a dice for each model on the same board section as the Wraithguard. On a roll of a 6 the model is consumed by the warp and destroyed.



WARLOCK



The Eldar are a psychically sensitive race and have the inner strength to develop their powers in many extraordinary ways. Eldar who choose this path are called seers. The Eldar have many kinds of seers each trained in a specific discipline. One of those disciplines is that of focusing your powers to destructive effect. These the most

powerful of seers are called Warlocks. A Warlock is able not only provide psychic support on the battlefield, but he can also tune-in and control Wraithguard.

Movement

Warlocks have 5 APs to spend on moving and shooting. The costs for their actions are listed on the Eldar AP Costs Table.

Shooting

The Warlock may use his laspistol for ranged attacks. The laspistol costs 1 AP to fire and may also be used to perform move and fire actions. For each shot roll one dice. The laspistol has a 12 square range, may be used in overwatch and cannot be used for sustained fire.

Close Combat

A Warlock rolls one dice and subtracts 1 from the score. Note that this includes the +1 bonus for a laspistol.

Witch Blade

A Witch Blade is a unique Eldar weapon which channels psychic energy through a crystalline matrix. A Warlock armed with a Witch Blade may add +1 to close combat rolls and allows the Warlock to parry. After both sides have rolled their close combat attacks. The Eldar player may force his opponent to reroll one of their dice. Note the new roll stands even if it is

better than the first one. A Warlock may only parry when he is facing his opponent. The Witch blade has two further uses. Firstly, the Warlock may use it to store excess psi-points at the end of his turn. The stored psi-points may be used in later turns like normal psi-points. Secondly the Witch blade can be used to enhance the Warlock close combat score. When a Warlock fights a round of close combat, he can expend psi-points to augment his roll. For psi-point that he expends he may add 1 to his close combat roll. The Warlock must announce how many psi-points he is expending before he rolls any dice. The Witch Blade starts the game with D6 psi-points stored in it.

Psi-points

Warlocks get their power from the Warp in the same way as other psykers. This power is measured in psi-points. At the beginning of each Eldar turn roll a dice for each Warlock. The result is the number of psi-points that the Warlock has to spend in his own and the opponents following turn. At the end of the opponents following turn, any unused psi-points will be lost unless stored in a Witch Blade.

Controlling Wraithguard

Warlocks are able to use their powers to guide the spirits contained in Wraithguard through the real universe. For each AP or Psi-point that the Warlock spends he may order any or all Wraithguard within 12 squares of him to do one of the following things in their turn. The appropriate order counter should be placed next to the Wraithguard models to indicate that they have been given orders:

Fire Wraithcannon.
Initiate close combat.
Set Overwatch.
Open/Close Door.

It is possible for a Warlock to give many of these orders out and a Wraithguard may receive any number of Orders. Simply stack the order counters next to the Wraithguard model. The Wraithguard may perform the actions in any sequential order, for the appropriate APs during its turn.

FIRE WRAITH- CANNON	FIRE WRAITH- CANNON	FIRE WRAITH- CANNON	FIRE WRAITH- CANNON	FIRE WRAITH- CANNON	FIRE WRAITH- CANNON	FIRE WRAITH- CANNON	FIRE WRAITH- CANNON
CLOSE COMBAT	CLOSE COMBAT	CLOSE COMBAT	CLOSE COMBAT	CLOSE COMBAT	CLOSE COMBAT	CLOSE COMBAT	CLOSE COMBAT
CLOSE COMBAT	CLOSE COMBAT	CLOSE COMBAT	CLOSE COMBAT	OVERWATCH	OVERWATCH	OVERWATCH	OVERWATCH
OVERWATCH	OVERWATCH	OVERWATCH	OVERWATCH	OPEN/ CLOSE DOOR	OPEN/ CLOSE DOOR	OPEN/ CLOSE DOOR	OPEN/ CLOSE DOOR

WRAITHGUARD ORDER COUNTERS

ELDAR WEAPON REFERENCE TABLE

ELDAR WEAPON REFERENCE TABLE															
Weapon	Range	Area of Effect	Dice (D6)	ROLL TO KILL OR DESTROY						Over-watch	Ammo	Sus-Fire	AP COST		
				Pure-strain	Hybrid	Space Marine		Door	Bulk head				Move and Fire		
						Blip	Term. Armour						Power Armour	Forward	Backward
Shuriken Catapult	UL/12	Target	2	6	6	4	5	6	-	Yes	UL	Yes	1	2	-
Melta-gun	8	Target	1	4	4	2	3	A	4	No	6	No	2	3	4
Dark Reaper Missile Launcher															
Super-Krak	UL/12	Target	1	3	4	A	3	A	5	Yes*	UL	No	2	-	-
Plasma	UL/12	Section	1	4	4	2	4	5	-	Yes*	UL	No	2	-	-
Frag	UL/12	Section	1	6	6	4	6	-	-	Yes*	UL	No	2	-	-
Shuriken Pistol	12	Target	1	6	6	4	5	-	-	Yes	UL	Yes	1	2	-
Mandiblaster	-	Target	1	6	6	4	5	-	-	-	UL	-	1	-	-
Laspistol	12	Target	1	6	6	4	5	-	-	Yes	UL	No	1	2	-
Brightlance 1-12	12	Target	1	2	3	A	2	2	3	No	UL	No	2	2	-
Brightlance 13+	UL	Target	1	2	2	4	3	2	4	No	UL	No	2	2	-
Firepike	12	Target	1	3	3	A	2	A	3	No	6	No	2	3	4
Shuriken Cannon	UL/12	Target	2	5	5	3	4	-	-	Yes	UL	Yes	1	-	-
Web of Skulls	12	Target	1	5	5	3	6	6	-	No	UL	No	1	2	-
Banshee War Shout	-	Section	1	6	6	5	5	-	-	-	UL	-	1	2	-
Wraithcannon	12	Target	1	4	4	4	4	4	4	Yes	UL	No	1	2	-
Wraithguard Destruction	-	Section	1	6	6	6	6	-	-	-	-	-	-	-	-

ELDAR ASPECT WARRIOR ACTION SUMMARY

Dire Avenger, Striking Scorpion and Howling Banshee AP Table

Action	AP Cost
Move forward 1 square:	1
Move backward 1 square:	2
Move sideways 1 square:	1
Turn 90°:	0
Turn 180°:	1
Set Overwatch:	2
Clear jam:	1
Open Close Door:	1

Dark Reaper and Fire Dragon AP Table

Action	AP Cost
Move forward 1 square:	1
Move backward 1 square:	2
Move sideways 1 square:	-
Turn 90°:	1
Turn 180°:	2
Set Overwatch:	2
Clear jam:	1
Open Close Door:	1

BANSHEE MASK	BANSHEE MASK	BANSHEE MASK	BANSHEE MASK	BANSHEE MASK
-I TO HIT	-I TO HIT	-I TO HIT	-I TO HIT	-I TO HIT
BANSHEE MASK	BANSHEE MASK	BANSHEE MASK	BANSHEE MASK	BANSHEE MASK
-I TO HIT	-I TO HIT	-I TO HIT	-I TO HIT	-I TO HIT
BANSHEE MASK	BANSHEE MASK	BANSHEE MASK	BANSHEE MASK	BANSHEE MASK
-I TO HIT	-I TO HIT	-I TO HIT	-I TO HIT	-I TO HIT

ENEMY WEAPON REFERENCE TABLE

Weapon	Range	Area of Effect	Dice (D6)	ROLL TO KILL OR DESTROY						Over-watch	Ammo	Sus-Fire	AP COST		
				Dire Avenger, Striking Scorpion	Wraithguard, Dark Reaper, Fire Dragon	Harlequin, Banshee	Door	Bulk head	Fire				Move and Fire		
													Forward	Backward	Reload
Storm Bolter	UL/12	Target	2	5	6	4	6	-	Yes	UL	Yes	1	1	2	-
Heavy Flamer	12	Section	1	2	2	A	-	-	No	6	No	2	-	-	4
Self Destruct	-	Section	1	A	A	A	A	-	-	-	-	1	-	-	-
Assault Cannon	UL/12	Target	3	4	5	3	5	6	Yes	10	Yes	1	1	2	4
Full Auto	UL	Arc	3	2	3	A	3	-	No	10*	No	2	-	-	-
Malfunction	-	Section	1	A	A	A	A	5	-	-	-	-	-	-	-
Thunder Hammer	-	Section	1	A	A	A	A	-	-	-	-	-	-	-	-
Self Destruct	-	Section	1	A	A	A	A	-	-	-	-	-	-	-	-
Autocannon	-	Section	1	A	A	A	A	-	-	-	-	-	-	-	-
Range 1-12	12	Target	1	2	4	A	2	-	No	UL	Yes	1	-	-	-
Range 13+	UL	Target	1	3	5	A	3	-	No	UL	Yes	1	-	-	-
Conversion Beamer	UL	Target	1	4	2	5	A	A	No	UL	No	2	-	-	-
Missile Launcher	-	Target	1	2	3	A	A	5	-	-	-	-	-	-	-
Crack Missile	UL	Target	1	2	3	A	A	5	No	UL	No	2	-	-	-
Plasma Missile	UL	Section	1	4	6	2	6	-	No	UL	No	2	-	-	-
Bolter	UL/12	Target	1	5	6	4	6	-	Yes	UL	Yes	1	1	2	-
Bolt Pistol	12	Target	1	5	6	4	-	-	Yes	UL	Yes	1	1	2	-
Heavy Bolter	UL/12	Target	2	5	6	4	6	-	Yes	UL	Yes	1	-	-	-
Lasgun	UL/12	Target	1	5	6	4	-	-	Yes	UL	No	1	1	2	-
Laspistol	12	Target	1	5	6	4	-	-	Yes	UL	No	1	1	2	-
Las-Cannon	UL	Target	1	2	2	A	A	2	Yes	UL	No	1	1	2	-
Plasma Gun	UL	Target	1	3	5	2	5	-	No	UL	No	2	-	-	-
Plasma Pistol	UL	Target	1	3	5	2	5	-	Yes	Special	No	1	1	2	-
Heavy Plasma Gun	12	Target	1	4	6	2	5	-	Yes	Special	No	1	1	2	-
Rapid	UL	Target	1	2	4	2	4	6	No	UL	No	1	-	-	-
Maximal	UL	Section	1	A	2	A	2	4	No	Special	No	3	-	-	-
Nemesis Weapon	UL/12	Target	2	5	6	4	6	-	Yes	UL	Yes	1	1	2	-
in Close Assault	1	Target	1	2	3	A	-	-	-	UL	No	0	-	-	-
Grenades	-	Target	1	2	3	A	-	-	-	-	-	-	-	-	-
Crack	2-3	Target	1	3	4	A	A	6	No	UL	No	2	-	-	-
Frag	A	Section	1	6	-	2	-	-	No	UL	No	2	-	-	-
Melta	2-3	Target	1	A	2	A	A	A	No	8	No	2	-	-	-
Plasma	A	Section	1	4	6	2	5	-	No	UL	No	2	-	-	-
Plasma (GL)	8	Section	1	4	6	2	5	-	No	10	No	1	1	2	-
Blind	A	Section	-	-	-	-	-	-	No	UL	No	2	-	-	-
Blind (GH)	A	Section	-	-	-	-	-	-	No	UL	No	1	1-	2-	-

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