

## BIEL-TAN CRAFTWORLD ARMY LIST v1.8.2

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**These Special Rules replace/supersede the Special Rules in the Swordwind rulebook and are applicable to all Eldar Craftworld armies. (NOTE: Eldar lose the Spirit Stones and Pulse Special Rules.)**

### Special Rule - Farsight

Eldar Farseers are able to partially unravel the threads of time, allowing them to foresee events that may affect his army, and act to counter them. To represent this, any Eldar formation that includes a unit with Farsight may ignore the -1 Action test penalty when they try to retain the initiative.

In addition, once per turn the Eldar player may attempt to retain the initiative twice in a row (i.e. the Eldar player can retain the initiative and take another action after having successfully retained the initiative once already). Any Eldar formation may be chosen, including those that do not include a unit with Farsight but at least one unit with Farsight must still be in play and on the battlefield. The formation must still pass an initiative test in order to carry out the action, and will suffer the -1 modifier for retaining the initiative unless it includes a unit with Farsight. Once the action has been taken the initiative returns to the opposing player.

### Special Rule - Hit and Run Tactics

The Eldar are a dying race, and any loss is deeply mourned. Because of this they have developed tactics that, when combined with their highly advanced technology, allows them to attack the enemy and then quickly retire in order to avoid any return fire. This special ability is reflected by the following special rules, which apply to all formations in an Eldar army.

Eldar formations that take advance or double actions may choose to shoot either before or after each move. However, they may still only shoot once during the action. For example, an Eldar formation taking an advance action could shoot and then move or move and then shoot, while a formation taking a double action could shoot and move twice, move twice and then shoot, or move then shoot and then move again.

In addition Eldar formations that wins an assault are allowed to move any distance up to their speed value when they consolidate, rather than being limited to a move of 5cms as would normally be the case.

### Special Rule - May Not Garrison

The Eldar are a highly mobile army, and rarely have enough forces to try to take and hold ground. Because of this, instead of maintaining a heavily garrisoned front line, they will usually rely on a screen of Rangers and War Walkers to warn of the approach of any enemy forces. Meanwhile the bulk of the highly mobile Eldar army will be held back in reserve, where it will be ready to move quickly to any threatened sector. This tactic allows the Eldar to hold large areas of ground with relatively few troops.

To represent these tactics, only Eldar Rangers and War Walkers formations are allowed to garrison objectives in the Grand Tournament game scenario.

### Special Rule - Eldar Technology

The Eldar are a technologically sophisticated race that make use of a number of devices that have capabilities far in advance of anything used by the other races in the galaxy. These technological advantages are represented in Epic by the following special rules:

**Holofields:** Eldar Titans are protected by a holofield that is projected from special wing-like structures on the Titan's carapace. These fracture the image of the Titan making it appear as a swirling cloud of coloured motes to the naked eye, while at the same time disrupting any targeting devices attempting to lock onto the Titan. The overall result is to make the Titan a very hard target to hit! Holofields provide Titans with a special 3+ saving throw that can be taken instead of the Titan's normal saving throw. This save may always be taken, even against hits in an assault or against Titan Killer or Macro-weapons attacks. Make a single saving against weapons with the Titan Killer ability, rather than a separate save for each point of damage. If a vehicle with a holofield also has reinforced armour, then it is allowed to re-roll its saving throw unless hit by Lance, Macro-weapon or Titan Killer attacks, but the re-roll must be made using the units armour save rather than the holofield save. No Blast markers are placed for hits that are saved by a holofield.

**Lance weapons:** A lance uses a highly concentrated beam of laser energy to destroy heavily armoured targets. A unit with reinforced armour (see Epic: Armageddon 2.1.11) that is hit by a lance weapon is not allowed to re-roll its saving throw.

**Webway Portals:** Webway portals are used by the Eldar to safely travel through the Warp. Each webway portal included in the army allows the Eldar player to pick up to three other formations, and keep them back on the Craftworld. Any formation's that are kept on the Craftworld may enter play via the Webway Portal, by taking an action that allows them to make a move, and then measuring their first move from the position that a webway portal occupies on the tabletop. Note that the formation may appear through any portal, not just the one that was 'used' to allow the formation to be kept off-board. No more than one formation may travel through each webway portal each turn.

## ELDAR UNIT CHANGES

This is a list of the Eldar units changed in this update and their statistics; these unit changes apply to all Eldar Craftworld armies. All other units remain the same as in the Swordwind rulebook.

AVATAR				
Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	3+	2+	4+
Weapons	Range	Firepower	Notes	
Wailing Doom	30cm	MW5+		
And	(base contact)	Assault Weapon	MW, Extra Attacks (+1)	

Critical Hit Effect: With a ghastly wail the Avatar falls to the ground, twitches and lies still. All Eldar formations with a unit with a line of fire to the Avatar are so shaken by this that they receive a Blast marker.

Notes: DC 3, Commander, Inspiring, Fearless, Invulnerable Save, Walker

COURT OF THE YOUNG KING				
Type	Speed	Armour	Close Combat	Firefight
Character	-	-	-	-
Weapons	Range	Firepower	Notes	
Ancient Weapons	(base contact)	Assault Weapon	MW, Extra Attacks (+1)	

Notes: None.

ELDAR JETBIKES				
Type	Speed	Armour	Close Combat	Firefight
Infantry	35cm	5+	6+	4+
Weapons	Range	Firepower	Notes	
Shuriken Catapults	(15cm)	Small Arms	-	

Notes: Mounted, Skimmer.

WRAITHGUARD				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	3+	4+	4+
Weapons	Range	Firepower	Notes	
Wraithcannon	15cm	2 x MW5+	-	
AND	(15cm)	Small Arms	MW, Extra Attacks (+1)	

Notes: Fearless.

WARP SPIDERS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	5+	4+
Weapons	Range	Firepower	Notes	
Death Spinner	(15cm)	Small Arms	-	

Notes: Jump Packs, First Strike, Infiltrators

FALCON GRAV-TANK				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	35cm	5+	6+	4+
Weapons	Range	Firepower	Notes	
Falcon Pulse Laser	45cm	2 x AT4+	-	
Scatter Laser	30cm	AP5+/AT5+	-	

Notes: Skimmer, Transport (May transport one of the following: Farseer, Guardian, Striking Scorpions, Howling Banshees, Fire Dragons, Dire Avengers, Dark Reapers..)

FIRE PRISM GRAV-TANK				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	35cm	5+	6+	5+
Weapons	Range	Firepower	Notes	
Prism Cannon	60cm	AP4+/AT2+	Lance	

Notes: Skimmer

FIRESTORM GRAV-TANK				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	35cm	5+	6+	4+
Weapons	Range	Firepower	Notes	
Firestorm Battery	45cm	2 x AP5+/AT5+/AA4+-	-	

Notes: Skimmer

WAVE SERPENT				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	35cm	5+	6+	4+
Weapons	Range	Firepower	Notes	
Twin Shuriken Cannon	30cm	AP4+	-	

Notes: Reinforced Armour, Skimmer, Transport (May transport two of the following: Farseer, Guardian, Striking Scorpions, Howling Banshees, Fire Dragons, Dire Avengers, Dark Reapers..)

### COBRA SUPER-HEAVY GRAV-TANK

Type	Speed	Armour	Close Combat	Firefight
War Engine	25cm	5+	6+	5+
Weapons	Range	Firepower	Notes	
Cobra D-Cannon	30cm	2BP	Titan Killer (D3+1), Fixed Forward Arc	
Shuriken Cannon	30cm	AP5+	-	
Eldar Missile Launcher	45cm	AP5+/AT6+/AA6+	-	

**Critical Hit Effect:** The Cobra's gravitic drives implode, sucking nearby troops into an energy maelstrom. The Cobra is destroyed and any models within 5cm of the model suffer one hit on a roll of 6.

**Notes:** Damage Capacity 3, *Reinforced Armour, Skimmer*. The Cobra D-Cannon weapon counts as having the 'Ignore Cover' special ability against war engines.

### SCORPION SUPER-HEAVY GRAV-TANK

Type	Speed	Armour	Close Combat	Firefight
War Engine	25cm	5+	6+	5+
Weapons	Range	Firepower	Notes	
Scorpion Twin Pulsar	60cm	2 x MW2+	-	
Shuriken Cannon	30cm	AP5+	-	

**Critical Hit:** The Scorpion's gravitic drives implode, sucking nearby troops into an energy maelstrom. The Cobra is destroyed and any models within 5cm of the model suffer one hit on a roll of 6.

**Notes:** Damage Capacity 3, *Reinforced Armour, Skimmer*. The Cobra D-Cannon weapon counts as having the 'Ignore Cover' special ability against war engines.

### STORM SERPENT SUPER-HEAVY GRAV-TANK

Type	Speed	Armour	Close Combat	Firefight
War Engine	25cm	5+	6+	4+
Weapons	Range	Firepower	Notes	
Storm Serpent Pulse Lasers	45cm	2 x AT3+	-	
Scatter Laser	30cm	AP5+/AT5+	-	

**Critical Hit:** The Storm Serpent's gravitic drives implode, sucking nearby troops into an energy maelstrom. The Storm Serpent is destroyed and any models within 5cm suffer one hit on a roll of 6.

**Notes:** *Skimmer, Damage Capacity 3, Reinforced Armour, Wraithgate Webway Portal*. **IMPORTANT NOTE:** Wraithgates are one of the smallest type of Webway Portal, and may only be used by formations made up exclusively of infantry, light vehicles, and armoured vehicle units with the Walker ability; formations that include *any* other type of unit may not use a Wraithgate to enter play.

### PHOENIX BOMBER

Type	Speed	Armour	Close Combat	Firefight
Aircraft	Fighter Bomber	5+	n/a	n/a
Weapons	Range	Firepower	Notes	
Twin Shuriken Cannons	30cm	AP4+/AA5+	Fixed Forward Arc	
Phoenix Pulse Laser	45cm	2 x AT4+	Fixed Forward Arc	
Night Spinners	15cm	1BP	Disrupt, Fixed Forward Arc	

Notes: *Reinforced Armour*.

### VAMPIRE RAIDER

Type	Speed	Armour	Close Combat	Firefight
Aircraft/War Engine	Bomber	5+	6+	4+
Weapons	Range	Firepower	Notes	
2 x Vampire Pulse Laser	45cm	2 x AT4+	Fixed Forward Arc	
Scatter Laser	30cm	AP5+/AT5+/AA5+	Fixed Forward Arc	

**Critical Hit:** The Vampire's control surfaces have been damaged and it is destroyed.

**Notes:** *Damage Capacity 2, Planetfall, Reinforced Armour*. May transport eight of the following units: Farseer, Guardian, Striking Scorpions, Howling Banshees, Fire Dragons, Dire Avengers, Swooping Hawks, Warp Spiders, Dark Reapers, Heavy Weapon Platform, Support Weapon Platform, Wraithguard, Rangers.

### ELDAR REVENANT TITAN

Type	Speed	Armour	Close Combat	Firefight
War Engine	35cm	5+	4+	4+
Weapons	Range	Firepower	Notes	
2 x Revenant Pulse Lasers	45cm	2 x MW4+	-	
2 x Eldar Missile Launcher	45cm	AP5+/AT6+/AA6+	-	

**Critical Hit:** The Revenant's holofield generator is destroyed. It may no longer take holofield saves. Any further critical hits will destroy the Titan.

**Notes:** *Holofield, Damage capacity 3, Leader, Fearless, Jump Pack, Walker*. The Revenant's weapons have no fire arc restrictions due to the Titan's exceptional manoeuvrability.

### PHANTOM TITAN

Type	Speed	Armour	Close Combat	Firefight
War Engine	25cm	5+	3+	3+
Weapons	Range	Firepower	Notes	
2 x Twin Eldar Missile Launchers	45cm	AP4+/AT5+/AA5+	-	
1-2 Titan Pulsar	75cm	2 x MW3+	Titan Killer (1)	
0-1 Power Fist	30cm	6 x AP4+/AT4+		
AND (Fist Mounted Lasers)	(15cms)	Small Arms	Extra Attacks (+3)	
OR (Fist Attack)	(Base Contact)	Assault Weapons	Extra Attacks (+2), Titan Killer D3	

**Critical Hit:** The holofield projector mounted in the Phantom's wings is badly damaged and will no longer work. The Phantom loses its holofield save for the rest of the battle. Any further critical hits will cause an additional point of damage.

**Notes:** *Holofield, Damage capacity 6, Fearless, Leader, Reinforced Armour, Walker.* May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2 cm wide. *May be armed with 2 Pulsars, or 1 Pulsar and a Power Fist. The Phantom's weapons have no fire arc restrictions due to the Titan's exceptional manoeuvrability.*

### WARLOCK TITAN

Type	Speed	Armour	Close Combat	Firefight
War Engine	25cm	5+	3+	3+
Weapons	Range	Firepower	Notes	
2 x Twin Eldar Missile Launchers	45cm	AP4+/AT5+/AA5+	-	
1 x Psychic Lance	30cm	3BP	Disrupt, Ignore Cover, Titan Killer (D3)	
AND	(15cm)	Small Arms	Extra Attacks (+2), Ignore Cover, Titan Killer (D3)	
0-1 Titan Pulsar	75cm	2 x MW3+	Titan Killer (1)	
0-1 Power Fist	30cm	6 x AP4+/AT4+		
AND (Fist Mounted Lasers)	(15cms)	Small Arms	Extra Attacks (+3)	
OR (Fist Attack)	(Base Contact)	Assault Weapons	Extra Attacks (+2), Titan Killer D3	

**Critical Hit:** The holofield projector mounted in the Warlock Titan's wings is badly damaged and will no longer work. The Warlock Titan loses its holofield save for the rest of the battle. Any further critical hits will cause an additional point of damage.

**Notes:** *Holofield, Damage capacity 6, Commander, Farsight, Fearless, Inspiring, Leader, Reinforced Armour, Walker.* May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2 cm wide. *May be armed with 1 Psychic Lance plus 1 Pulsar or 1 Power Fist. The Warlock's weapons may fire all round due to the Titan's exceptional manoeuvrability.*

# BIEL-TAN CRAFTWORLD ARMY LIST

*Biel-Tan Craftworld armies have a strategy rating of 4+. Aspect Warriors, Avatars, and Titans have an initiative rating of 1+. All other formations have an initiative rating of 2+.*

## BIEL-TAN CRAFTWORLD INDIVIDUALS

TYPE	FORMATION	NOTES	COST
<b>0-1 Wraithgate</b>	The Eldar player may choose to replace one of the Objective markers in their half of the table with a Wraithgate.	The Wraithgate functions both as a webway portal and as an objective for rules purposes. It may not be attacked or destroyed. <b>IMPORTANT NOTE:</b> Wraithgates are one of the smallest types of webway portal, and may only be used by formations made up exclusively of infantry, light vehicles, and armoured vehicle units that have walker ability; formations that include any other type of unit may not use a Wraithgate to enter play.	50
<b>0-1 Avatar</b>	One Avatar, escorted by the Court of the Young King. (counts as one unit)	In Grand Tournament games the Avatar must start off the table. At the start of any turn (including the first) they may be set up on the table within 15cms of a Farseer (this represents the Farseer summoning the Avatar to the battlefield). In the End Phase of the turn the Avatar returns to the Webway and is removed from play. Once the Avatar has left they may not return. Note that if there are no Farseers in play then the Avatar may not be used (as there will not be a Farseer that can summon them).	Free
<b>0-1 Autarch</b>	You may add an Autarch character to any Aspect Warrior unit.	If an Autarch is taken then he counts as one of the Exarchs in the Aspect Warrior formation (see the entry for the Aspect Warrior Warhost below).	75

## BIEL-TAN CRAFTWORLD HOSTS

TYPE	FORMATION	EXTRAS	COST
<b>Aspect Warrior Warhost</b>	Eight Aspect Warrior units chosen from the following list, in any combination: Dire Avengers, Striking Scorpions, Howling Banshees, Fire Dragons, Warp Spiders, Dark Reapers, Swooping Hawks, Shining Spears.	All units apart from Shining Spears, Swooping Hawks, and Warp Spiders may be transported in Wave Serpents and/or Falcons if desired. If you choose to take this option then you must take exactly enough transport vehicles to carry the units that require transport, without any spare transport spaces being 'left over'. Each Wave Serpent taken costs +50 points and each Falcon taken costs +65 points. In addition the Troupe may include up to two Exarch character upgrades for +25 points each.	300
<b>Eldar Guardian Warhost</b>	An Eldar Guardian Warhost consists of one Farseer unit and seven Guardian units.  Up to three Guardians may be replaced with Heavy Weapon Platforms at no additional cost in points.	3 Support Weapon Platforms for +50 points 2-3 Wraithguard units for +50 points each 3 Wraithlords for +175 points  Alternatively, formations consisting only of Guardians and Farseers may be mounted in four Wave Serpents for +200 points.	150

## BIEL-TAN CRAFTWORLD TROUPES

*The army may include up to three Troupes chosen from the following list for each Warhost included in the army.*

FORMATION	NOTES	COST
<b>Ranger Troupe</b>	Four to eight Eldar Rangers	25 points each
<b>0-1 Aspect Warrior Troupe</b>	Four Aspect Warrior units chosen from the following list, in any combination: Dire Avengers, Striking Scorpions, Howling Banshees, Fire Dragons, Warp Spiders, Dark Reapers, Swooping Hawks, Shining Spears.  All units apart from Shining Spears, Swooping Hawks, and Warp Spiders may be transported in Wave Serpents and/or Falcons if desired. If you choose to take this option then you must take exactly enough transport vehicles to carry the units that require transport, without any spare transport spaces being 'left over'. Each Wave Serpent taken costs +50 points and each Falcon taken costs +65 points. In addition the troupe may include up to 1 Exarch character upgrade for +25 points	175
<b>War Walker Troupe</b>	Six Eldar War Walkers	200
<b>Windrider Troupe</b>	Six Jetbikes. Any number of Jetbikes may be replaced with Vypers at no additional cost.	200
<b>Swords of Vault Troupe</b>	Five or six Falcons for 50 points each. One Falcon may be replaced with a Fire Storm at no additional cost. In addition, any number of Falcons may be upgraded to Fire Prisms for +15 points each.	Varies
<b>Shields of Vault Troupe</b>	Three Eldar Night Spinners for 175 points. Any number of Night Spinner may be replaced with a Fire Storm at no additional cost	175
<b>Engine of Vault Troupe</b>	Up to three Cobra, Scorpion, Storm Serpent, or Void Spinner (or any combination)	250 points each

## BIEL-TAN SPACECRAFT, AIRCRAFT, AND TITANS

*Up to a third of the army's points may be spent on Spacecraft, Aircraft, and Titans.*

FORMATION	NOTES	COST
<b>0-1 Eldar Spacecraft</b>	One Wraithship for 150 points, or one Dragonship for 300 points	Varies
<b>0-1 Warlock Titan</b>	One Warlock Titan	850
<b>Phantom Titan</b>	One Phantom Titan	750
<b>Revenant Titans</b>	Two Revenant Titans	650
<b>Nightwings</b>	Three Nightwing Interceptors	300
<b>Phoenix Bombers</b>	Three Phoenix Bombers	400
<b>Vampire Raider</b>	One Vampire Raider	200