

ULTHWÉ CRAFTWORLD ELДАР v3.3

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NOTE: This army list is designed to be used with the EPIC Errata 2008 and the NetEA Army List amendments found here: <http://www.tacticalwargames.net/forums/index.cgi?act=ST:f=69;t=13201>

Craftworld Ulthwé is home to the most powerful psykers in the galaxy. The Eldar of Ulthwé have cast themselves as sentinels, keeping an endless vigil over the Eye of Terror. They maintain that their elite cadres of Farseers and Warlocks are needed to keep watch for the many and varied guises of Chaos. Other Craftworlds whisper that Ulthwé has damned itself - that the Eye of Terror that has tainted the inhabitants of Ulthwé and exaggerated their psychic potential.

Ulthwé's many talented psykers can foresee future events with a greater precision than those of other Craftworlds. This foresight allows them both to preserve their line and thwart their eternal enemies, the forces of Chaos. Of all the Craftworlds, it is Ulthwé that intervenes most in the affairs of other races to further their own agenda.

Once led by the legendary Farseer Eldrad Ulthran, the Seer Council of Ulthwé has constantly influenced the course of history. At the behest of the Council, the Craftworld's warriors are frequently sent into apparently unrelated battles that will ultimately concern Ulthwé itself. It is largely from these seemingly arbitrary conflicts that the Eldar have earned their reputation for random and capricious behaviour. But the Farseers of Ulthwé know well that

stopping the fall of a single stone can sometimes prevent an avalanche, and they will often manipulate the Imperium in their quest to divert history. After all, the Seers of Ulthwé would rather see a hundred thousand Humans perish than a single Eldar life slip away.

Though the battle-psykers of Ulthwé have made their armies mighty indeed, continued reliance upon them has left the Craftworld lacking in Aspect Warriors. The Path of the Seer is the longest and most treacherous, leaving little time for an Eldar to focus upon the Path of the Warrior. It is for this reason that, unlike its sister Craftworlds, Ulthwé maintains a large standing army of Guardians.

During the Chaos Lord Abaddon's 13th Black Crusade, the Guardian-heavy armies of Ulthwé were organised into small but deadly strike forces that erupted from the webway in a string of lightning attacks. Led by the mighty Phoenix Lord Maugan Ra and guided by the masterful Eldrad Ulthran, these strike forces stole victory from Chaos forces upon dozens of battlefronts. More than ever before, the Black Guardians of Ulthwé are known and feared throughout the region around the Eye of Terror, both as saviours and dreaded foes.

SEER COUNCIL

[Seer Council flavour text.]

SEER COUNCIL				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	4+	4+
Weapons	Range	Firepower	Notes	
Eldar Psychic Powers	(15cm)	Small Arms	Macro-weapon, Extra Attacks (+1)	
Witch Blades	(base contact)	Assault Weapons	Macro-weapon, Extra Attacks (+1)	

Notes: *Farsight, Invulnerable Save, Reinforced Armour, Supreme Commander. Counts as a Farseer unit.*

SPEAR OF KHAINE

[Spear of Khaine flavour text.]

SPEAR OF KHAINE				
Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapons	Range	Firepower	Notes	
Singing Spears	(15cm)	small arms	Extra Attack (+1)	
or	(Base Contact)	assault weapon	Macro-Weapon, Extra Attack (+1)	

Notes: *The Spear of Khaine represents Warlocks accompanying the Ulthwé Avatar into battle.*

SPECIAL RULE - The Path Less Travelled

Ulthwé has less followers on the Path of the Warrior than any other Craftworld. Because of this Ulthwé armies may only take one Aspect Warrior Troupe per Warhost in the army.

SPECIAL RULE - Ulthwé Black Guardians

Ulthwé's need for long standing Guardian hosts have lead to veteran Guardian hosts. It is these veteran Guardians that has earned the reputation given to Ulthwé Black Guardians. Because of their rarity you may only have one Ulthwé Black Guardian Warhost in every three Warhost taken (round fractions up).

Important Note: Ulthwé Black Guardians often have more elaborate markings on their armour which were added during their long use. They should be identifiably distinct from the standard Guardians in the army.

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 Ranger and War Walker Troupes are allowed to garrison objectives in the Grand Tournament game scenario.

ULTHWÉ CRAFTWORLD ARMY LIST

Ulthwé Craftworld armies have a strategy rating of 5+. Ulthwé Avatars, Aspect Warriors, Ulthwé Black Guardians, Revenants, Phantom Titans and Warlock Titans have an initiative rating of 1+. All other formations have an initiative rating of 2+.

ULTHWÉ CRAFTWORLD INDIVIDUALS

TYPE	FORMATION	NOTES	COST
0-1 Wraithgate	The Eldar player may choose to replace one of the Objective markers in their half of the table with a Wraithgate at a cost of 50 points.	The Wraithgate functions both as a webway portal and as an objective for rules purposes. It may not be attacked or destroyed. IMPORTANT NOTE: 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
0-1 Ulthwé Avatar	One Avatar (May be accompanied by the Spear of Khaine for +50 points.)	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 (+50)
0-1 Seer Council	You may replace any Farseer unit with a Seer Council unit for +100 points.		100

ULTHWÉ CRAFTWORLD HOSTS

TYPE	FORMATION	EXTRAS	COST
Eldar Guardian Warhost	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.	Three Support Weapon Platforms for +50 points Two or three Wraithguard units for +50 points each Three Wraithlords for +175 points Alternatively, formations consisting only of Guardians, Heavy Weapon Platforms, Farseers, and Seer Council may be mounted in four Wave Serpents for +200 points.	150
Ulthwé Black Guardian Warhost	An Ulthwé Black Guardian Warhost consists of two Farseer units and six 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 3 War Walker for +100 points Alternatively, formations consisting only of Guardians, Heavy Weapon Platforms, Farseers, and Seer Council may be mounted in four Wave Serpents for +200 points. Up to two Wave Serpents may be replaced with two Falcons each at an additional cost of +75 points per pair. You may also add three Jetbikes or Vyper Jetbikes, in any combination, for +100 points.	200

ULTHWÉ CRAFTWORLD TROUPES

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

FORMATION	NOTES	COST
Aspect Warrior Troupe	Four aspect warrior units chosen from the following list: Dire Avengers, Striking Scorpions, Howling Banshees, Fire Dragons, Warp Spiders, Dark Reapers, Swooping Hawks, Shining Spears, in any mix. All units apart from Swooping Hawks and Shining Spears 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 formation may include up to 1 Exarch character upgrade for +25 points.	175 points
Ranger Troupe	From four to eight Eldar Rangers for +25 points each.	varies
War Walker Troupe	Six Eldar War Walkers	200
Windrider Troupe	Six Jetbikes for 200 points. Any number of Jetbikes may be replaced with Vypers at no additional cost.	200
Swords of Vaul Troupe	From five to six Falcons for 50 points each Up to two Falcons 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
Night Spinner Troupe	Three Eldar Night Spinners	175 points
Engines of Vaul Troupe	Up to three Scorpion, Cobra, or Storm Serpent (in any combination)	250 points each

ULTHWÉ SPACECRAFT, AIRCRAFT, AND TITANS

(Up to one third of the army's points may be spent on Spacecraft, Aircraft, and Titans.)

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