Eldar Codex

*An ancient race, used to peace and prosperity. But even though they are peaceful at heart, they fight with a wrath and hatred that you would not expect. Their grace and agility in battle, combined with advanced technology, makes them considerable opponents.*

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# Special Rules

### Focus

All Seers and Autarchs gain Focus every round. This Focus can be used to cast spells or transferred to other units.

### Glyphs

Most units can use Glyphs. These give unique bonuses that can be activated for the cost of one Focus.

### Agility

Fighting in a more graceful manner, Eldar have an additional action: *Move* 10cmfor 1AP. This can be done before and/or after other actions.

### Spells

More skilled in the ways of the warp, Eldar Seers may cast Spells without rolling for Power Charges or *Cast* rolls. They may simply spend as much Focus as the Spell costs and activate it. Only Seers can cast Spells.

### D-Cannon

These unique Eldar weapons open a temporary rift between our realm and the warp. All hits are an automatic kill. All rules and rolls to prevent it are ignored, including all kinds of revivals. (Not respawning of course)

# Units

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Name | HP | MM | CB | DF | Crit | Focus | Gear | Cost |
| Guardian | 3 | 10 | - | 5\* | 1 | - | 1 | **40P** |
| Avenger | 4 | 10 | 10 | 10 | 2 | - | 2 | **60P** |
| Ranger | 3 | 14 | - | 5\* | 2 | - | 1 | **60P** |
| Fire Dragon | 3 | 10 | - | 5\* | 1 | - | 1 | **60P** |
| Hawk | 3 | 10 | - | 5\* | 1 | - | 1 | **60P** |
| Scorpion | 3 | 8 | 12 | 10 | 2 | - | 1 | **60P** |
| Reaper | 3 | 15 | - | 5\* | 2 | - | - | **80P** |
| Warp Spider | 3 | 12 | - | 5\* | 2 | - | - | **80P** |
| Wraithguard | 5 | 12 | 12 | 8 | - | - | - | **200P** |
| Autarch | 4 | 12 | 12 | 12 | 2 | 3 | 1 | **100P** |
| Spiritseer | 3 | 8 | - | 5\* | - | 2 | - | **100P** |
| Farseer | 3 | 8 | - | 5\* | - | 4 | - | **150P** |

# Heroes

# Units

Units cannot change their weapons to anything other than described.

|  |  |
| --- | --- |
| GuardianEquipment Guardians carry a *Shuriken Catapult*. | ScorpionEquipment Scorpions carry a *Shuriken Pistol* and a *Scorpion Stinger*. |
| RangerEquipment Rangers carry a *Long Rifle*. | AvengerEquipment Avengers carry a *Shuriken Catapult.* They may choose to wield a *Brightlance* or a *Pulse Laser* instead. |
| HawkEquipment Hawks carry a *Cloud Sweeper* or a *Sunrifle* and *Hawk Wings,* giving them *Fast*. | Fire DragonsEquipment Fire Dragons carry a *Flamer*. |
| ReaperEquipment Reapers carry a *Reaper Launcher*.  They may choose to wield a *Tempest Launcher* instead. | Warp SpiderEquipment Warp Spider carry a *Death Spinner* and a *Jumpfield Generator*.  To use the Jumpfield Generator, Warp Spiders must spend 2AP in the Round before. Then, they may spend 1AP to teleport anywhere within 30cm, as long as any unit has line of sight to that point. |
| WraithguardEquipment Wraithguards carry either a *Wraithcannon* or two *Wraithblades*. Wraithguards are *Armored* and may use Heavy Weapons with no movement restriction. | AutarchEquipment An Autarch carries a *Powersword* and a *Fusion Pistol*. |
| SpiritseerEquipment Spiritseers carry a *Staff of Spirits*. It counts as weapon, cannot be used in combat though. | FarseerEquipment Farseers carry a *Staff of Guidance*. It counts as weapon, cannot be used in combat though. |

# Heroes

# Weapons

All weapons are *Projectile* weapons unless otherwise stated. All weapons are free.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Melee Weapon | Range | Damage | Attacks | Rules |
| Scorpion Stinger | Melee | 10 | 2 | *-* |
| Power Sword | Melee | 12 | 3 | *-* |
| Wraith Blade | Melee | 14 | 2 | *-* |
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|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Pistol | Range | Damage | Attacks | Rules |
| Shuriken Pistol | 20cm | 8 | 3 | *-* |
| Fusion Pistol | 20cm | 12 | 3 | *-* |
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|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Rifle | Range | Damage | Attacks | Rules |
| Shuriken Catapult | 30cm | 10 | 3 | *-* |
| Brightlance | 30cm | 10 | 3 | *Penetration, Energy* |
| Pulse Laser | 30cm | 6 | 5 | *Light Weapon, Energy* |
| Flamer | Cone X | 10 | 2 | *Cone, Heat* |
| Long Rifle | 60cm | 14 | 2 | *Weak Spots, Scope* |
| Cloudsweeper | 20cm | 10 | 4 | *Light Weapon* |
| Sunlance | 45cm | 10 | 2 | *Penetration, Energy* |
| Death Spinner | Cone X | 8 | 4 | *Cone X, Light Weapon* |
| Spinneret Rifle | 30cm | 12 | 3 | *Penetration, Energy* |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Heavy Weapon | Range | Damage | Attacks | Rules |
| Reaper Launcher | 45cm | 15 | 3 | *Penetration* |
| Tempest Launcher | 30cm | 10 | 2 | *AoE M* |
| Wraithcannon | 45cm | X | 1 | *D-Cannon, Energy* |
|  |  |  |  |  |
|  |  |  |  |  |

# Equipment

# Glyphs

All units may inscribe any number of glyphs onto themselves. Every rune may be activated once per round, for the cost of one Focus. Some glyphs provide passive bonuses, too.

|  |  |
| --- | --- |
| Glyph of Speed 10 Points When activated, grants +10cm on *Move* actions. | Glyph of Sight 10 Points When activated, grants +10 Marksmanship for one ranged attack. |
| Glyph of Wrath 20 Points When activated, grants one free ranged or melee assault. | Glyph of Preparation 10 Points When activated, grants any 3 rerolls for one round. |
|  |  |

# Paths

# Spells