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

### Guidance

Every Eldar Squad must have at least one Seer or Autarch.

### Focus

All Seers and Autarchs gain Focus every round. This Focus can be used to cast spells or activate glyphs on 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. *Fast* gives *Move* +5cm range.

### 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** |
| Farseer | 3 | - | - | 5\* | - | 3 | - | **100P** |

# Heroes

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Name | HP | MM | CB | DF | Crit | Focus | Gear | Cost |
| Athane Illunivar | 5 | 12 | - | 8\* | 2 | - | - | **150P** |
| Nyathuren Kith-menras | 3 | - | - | 5\* | - | 2 | - | **150P** |
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# Units

Units cannot change their weapons to anything other than described.

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| 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 one Round. Then, in the next Round, 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. All Glyphs on the Wraithguard cost 2 Focus to activate. | AutarchEquipment An Autarch carries a *Powersword* and a *Fusion Pistol*. |
| FarseerEquipment Farseers carry a *Staff of Guidance*. It counts as weapon, cannot be used in combat though. |  |

# Heroes

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| --- | --- |
| Athane IllunivarEquipment Athane Illunivar carries a Shuriken Catapult and has *Hawk Wings*, giving him *Fast*. Trait Athane is usually found leading a host of Guardians in defense of a Craftworld. All Guardians get +1 HP. Synergy When Athane is accompanied by 4 or more Guardians, all Guardians get *Armored(5)*. | Nyathuren Kith-menrasEquipment Nyathuren Kith-menras carries a *Staff of Guidance.* It counts as weapon, but cannot be used in combat. She is able to use Spells like a Seer, but cannot activate Glyphs on another unit. Trait Extensive knowledge gives Kith-menras the advantage in combat. All units in her Squad get +1 Critical and *Weak Spots*. Synergy Kith-menras works best alone. She can be used as Leader instead of a Autarch or Farseer. As long as there are no Autarchs or Farseers in her Squad, She gets +2 Focus. |
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# Weapons

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

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| --- | --- | --- | --- | --- |
| Melee Weapon | Range | Damage | Attacks | Rules |
| Scorpion Stinger (1H) | Melee | 10 | 2 | *Lethal Weapon* |
| Power Sword (1H) | Melee | 12 | 3 | *-* |
| Power Spear (1H) | Melee | 14 | 3 | *Lethal Weapon* |
| Wraith Blade (1H) | Melee | 14 | 2 | *-* |
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| --- | --- | --- | --- | --- |
| Pistol | Range | Damage | Attacks | Rules |
| Shuriken Pistol | 20cm | 8 | 3 | *-* |
| Fusion Pistol | 20cm | 12 | 3 | *-* |
|  |  |  |  |  |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 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 |  | *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 | 2 | *Penetration, Energy* |

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| --- | --- | --- | --- | --- |
| 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* |
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# Equipment

All non-limited Equipment may only be equipped once per character.

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| Limited EquipmentPlasma Grenade 5P Simple explosive grenades with 20cm range, 11 damage and 1 attack. Has *Area of Effect M* and is *Limited* andcounts as *Projectile*. Costs 1 Action Point to use. Haywire Grenade 5P A tactical grenade emitting a high-powered EMP to stun nearby enemies. Every enemy hit is *Stunned*. Has a 20cm range, *Area of Effect M* and is *Limited*. Costs 1 Action Point to use. | EquipmentLightWeb 10P Over the LightWeb, units can communicate and share combat data in a more effective way, giving all users of the LightWeb +2 MM per user. |

# 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.

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| --- | --- |
| 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 assault. |
| 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 in this round. |
| Glyph of Shadows 10 Points When activated, this unit slips into the shadows. It gets *Dodge(10)* for one round. | Glyph of the Warrior 10 Points When activated, grants +10 CB for one melee assault. |

# Paths

All Autarchs may choose two paths to follow. These Paths grant special bonuses for the Autarch and the Squad. Additionally, it may grant access to special weapons and equipment.

## Path of the Warrior

Training in the art of combat, the Autarch hones his skills in battle.

Going down the Path of the Warrior gives the Autarch a bonus of +3 to MM, CB and DF.   
All their melee and ranged assaults gain +1 attack.

The Autarch may now swap his Power Sword for a Power Spear.

## Path of Command

Training in the art of leadership, the Autarch learns to lead their armies into battle.

Going down the Path of Command gives the Autarch +2 Focus. Every unit may choose one free glyph while assembling the Squad.

## Path of the Healer

Focusing on restoration and protection, the Autarch keeps his allies alive for as long as possible.

Going down the Path of the Healer gives the Autarch +1 HP. He may now heal one wound for an ally within 5cm for 1 AP. This does not work on Wraithguards.

## Path of the Seer

Learning to master their psychic potential, the Autarch learns to unleash the power of the warp in battle.

Going down the Path of the Seer gives the Autarch the ability to cast up to one spell per round.

## Path of Shaping

Focusing on building and creating, the Autarch learns to craft both trinkets and weapons for war.

Going down the Path of Shaping lets the Autarch apply handcrafted enhancements to all weapons in the Squad, giving them +2 Damage. Units within 10cm of the Autarch also receive *Armored(5)* if they have no *Armored* yet.

## Path of the Mariner

Following the call to the stars, the Autarch makes his starship their starship their second home.

Going down the Path of the Mariner gives the Autarch the ability to call in support from his fleet. Once per round, the Autarch may either:

* Call down a Sunlance to target any place on the battlefield with 15D, 2A and AoE S.
* Call down a delayed Scatterstrike targeted at any place with 10D, 4A and AoE M. The strike is marked in the round it is called in, but only lands and deals damage in the next. If you are player 2, it lands after player 1’s turn.

# Artifacts

Artifacts may be bought by Seers and Autarchs to aid them in battle. Both may buy and equip weapons as they please, but may only carry up to two weapons, and only either 2x 1H or 1x 2H. Every Artifact may only be bought once per game.

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Blade of the Falling Moon 40P A 1H crescent blade, masterfully crafted and deadly in battle.   |  |  |  |  | | --- | --- | --- | --- | | Range | Damage | Attacks | Rules | | Melee | 12 | 5 | *Lethal Weapon* | | Shield of the Rising Sun 40P An energy shield, that lights up like the morning sun when deflecting incoming projectiles.  Gives *Armored(15)* when attacked in the front (180°). |
| Starchild 60P An ancient 2H glaive, more an artifact than weapon. However, in times of great need, worthy warriors may carry it into battle to protect their craftworld.   |  |  |  |  | | --- | --- | --- | --- | | Range | Damage | Attacks | Rules | | Melee | 15 | 4 | *Cleave, Penetration, Heavy Strikes* | |  |  |  |  | | Lightbringer 40P A unique pistol, channeling the light of the stars themselves.   |  |  |  |  | | --- | --- | --- | --- | | Range | Damage | Attacks | Rules | | 30cm | 15 | 2 | *Lethal Wounds* | |

# Spells

|  |  |  |  |
| --- | --- | --- | --- |
| Spell | Target | Range | Foucs |
| Aetherfire | Enemy | 30cm | 1 |
| Kineshield | Ally | 30cm | 1 |
| Relocation | Ally | 30cm | x |
| Wrath | Ally | 30cm | 1 |
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| --- | --- |
| Aetherfire  Cast a bolt of burning wrath at your foe, with 15 Damage and 2 Attacks. | Kineshield  Shield your ally from harm, giving them *Armored*. |
| Relocation  Allies within 10cm are teleported up to 30cm away, but they all are teleported to the same spot. This costs 1 Focus per ally teleported. The caster cannot be teleported. | Wrath  The targeted ally may reroll every dice once during *To-Hit* and *To-Wound* rolls. |
|  |  |