

CODEX

ELDAR®



BY GAVIN THORPE
Additional Text: Andy Chambers, Jervis Johnson & Tuomas Pirinen
Book Cover Art: Geoff Taylor
Internal Art: John Blanche, David Gallagher, Jes Goodwin, Des Hanley, Neil Hodgson, Nuala Kennedy & Paul Smith
Miniatures Designers: Tim Adcock, Chris Fitzpatrick, Jes Goodwin, Mike McVey & Gary Morley
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British Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library.



UK
GAMES WORKSHOP LTD.
WILLOW RD, LENTON,
NOTTINGHAM,
NG7 2WS

US
GAMES WORKSHOP INC.
6721 BAYMEADOW DRIVE,
GLEN BURNIE,
MARYLAND, 21060 6401

AUSTRALIA
GAMES WORKSHOP,
23 LIVERPOOL ST,
INGLEBURN,
NSW 2565

CANADA
GAMES WORKSHOP,
1645 BONHILL RD.
UNITS 9-11, MISSISSAUGA,
TORONTO L5T 1R3

HONG KONG
GAMES WORKSHOP,
20th FLOOR,
LEADER CENTRE,
37, WONG CHUK HANG ROAD

INTRODUCTION

Welcome, revered leader, star of the firmament to Codex: Eldar, a book dedicated to helping you collect, paint and fight battles with the warriors of the Craftworld Eldar in Warhammer 40,000.

OVERVIEW OF THE ELDAR

The Eldar are an incredibly ancient race, who once ruled a vast empire across the stars. Then came the hideous times of the Fall, when the Eldar were consumed by their own decadence and fell from power. The few who survived were scattered across the stars.

Though the Eldar are few in number, they are one of the most technologically advanced races in the galaxy. This advantage is combined with the prodigious abilities of their Farseers, who scry the future and guide their kin along the most favourable paths of fate.

WHY COLLECT AN ELDAR ARMY?

The Eldar are a very powerful army with many specialist squads, in the form of the Aspect Warriors. Their vehicles are highly effective – fast skimmers without exception, heavily armed for their size. With their Falcons and Wave Serpents, the Eldar excel at swift

attacks and flexible defence, enabling them to move the right units to where they are needed. Although generally not as well armoured and tough as Space Marines, for example, Craftworld Eldar do have access to reasonably heavily armoured troops, such as the Wraithguard, Striking Scorpions and Warp Spiders.

Craftworld Eldar also have the most powerful battlefield psykers in the Warhammer 40,000 game, and in a greater ratio when compared to other races. Farseers and Warlocks can provide excellent support with their psychic powers, confounding the enemy's plans and bolstering your own attack.

To summarise, a Craftworld army has many different tools at their disposal: psykers, specialist troops and excellent vehicles. However, they tend to be more fragile than other races and if used unwisely they will not fare well. Many of the troops and vehicles are relatively expensive in terms of their points cost, so it is essential that you maximise their strengths at every opportunity. If your long range support units get engaged in close combat, or your assault units have to spend most of the battle trekking across the tabletop, you'll get a poor return for your investment of points.

Craftworld Eldar armies look very striking on the battlefield. Each craftworld has an overall colour scheme which unifies the army, broken by the ritual colours of the different Aspect Warrior squads. With the Avatar, Wraithlords and War Walkers there are plenty of centre-piece models you can really go to town on, and the Falcon and its variants are possibly the slickest-looking vehicles in Warhammer 40,000!

WHAT'S IN THIS BOOK?

Codex: Eldar is split into the following sections, each of which highlights a different aspect of using a Craftworld army in Warhammer 40,000:

The Army List. You can use this revised army list to put together your battle-winning force.

The Painting and Collecting Guide. Here you will find advice on how to collect a Craftworld Eldar army, ways it can be used in battle and, of course, lots of painting information to help you get your army painted and ready for battle.

The Craftworld Eldar. This section contains full rules for all of the various weapons and items of wargear that are used by the Craftworld Eldar, as well as the powers of Farseers and Warlocks. In addition, there is also a mixture of background text, stories and Imperial reports; each of which illuminates some part of the Eldar psyche. Also included is a selection of famous Eldar characters that you may use in your battles if you want to.



"Your understanding is not required: mon-keigh,
merely your surrender..."

Message to Colonel Brand at the Third Battle of Belafon I

WARNING:
This information
designated highly
classified.
Access restricted.
Authorised
personnel only.

To: Magos Xenologis Fratix
Transmitted: Onchestus
Received: Sherilax
Date: 4543848.M38
Duct: Astropath-terminus Lumir
Author: Tech-Engineer Pilamit
Purity Seal: Inquisitor Abhorru

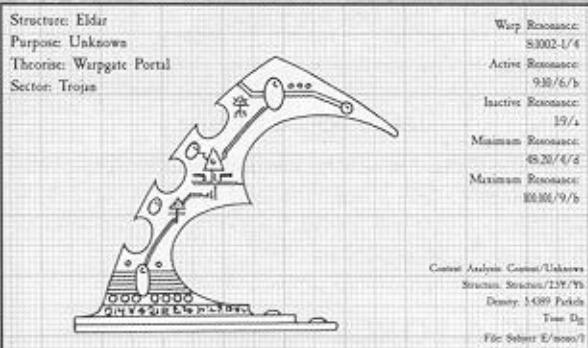


Thought for the day: Study the alien, the better to kill it

Our preliminary findings of the artefact found in the Trojan Sector can be summarised thus:

- + The edifice [illustrated in the attached schematic] is some 5.36 metres high, constructed of an unknown material, possibly some form of organic-based polymer.
- + The surface of the obelisk is decorated with numerous Eldar runes, with character height varying from 23 metres to 12 metres.
- + There is no external mechanism, wiring or other evidence of any mechanical operation.
- + Intricate internal crystal circuitry bears a resemblance to the designs on the surface, which may be some kind of psycho-activated mechanism for operating the device.
- + Within a central cavity, there is a small warp core. This rates at approximately 1.02 microtheres – extremely dense for its volume.

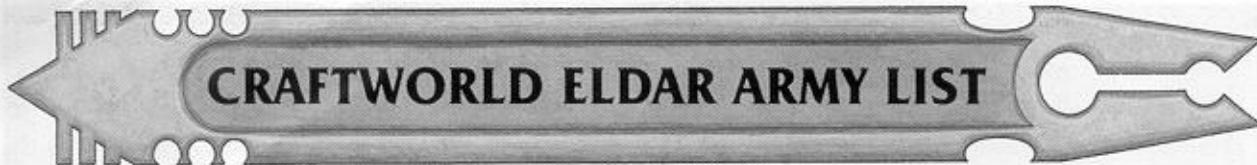
The warp aura generated by the core is of a different signature to our own, containing an alternating fluctuation wave-form. It appears that the warp breach is made into a self-contained domain, a part of, but separated from, warp space itself. Such a portal could be opened by releasing the potential energy of the collapsed warp core, enabling sizeable objects to pass through [our estimate is that a stable warp breach of 10-13.5 metres could be sustained indefinitely and expanded to 40-50 metres for short periods of time]. Inquisitor Abhorru also made such a comment on the >>>Purity Censored<<<. If this is true, it would explain the Eldar's ability to deploy from warp space from within a high gravity field, as the gravimetric forces would not affect the sub-containment field. Truly these creatures are one of the most advanced races in our galaxy.



**"There is no art more
beautiful and
diverse than the art of
Death."**

Laconfir of Biel-tan





The following pages contain an army list that enables you to field a Craftworld Eldar army and fight battles using the scenarios included in the Warhammer 40,000 rulebook. It also provides you with the basic information you'll need in order to field a Craftworld Eldar army in scenarios you've devised yourself, or that form part of a campaign.

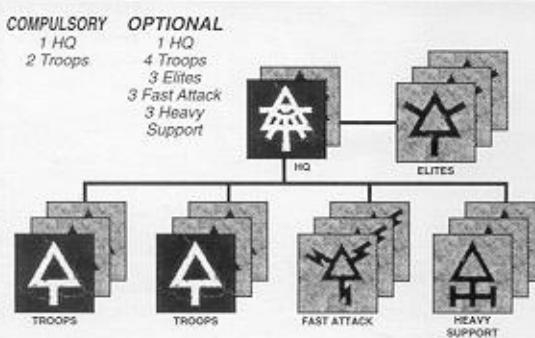
The army list is split into five sections. All the squads, vehicles and characters in the army are placed into one of these depending upon their role on the battlefield. Each model is also given a points value, which varies depending on how effective that model is in battle. Before you choose an army, you will need to agree with your opponent upon a scenario and the total number of points each of you will spend. Then you can proceed to pick your army as described below.

USING A FORCE ORGANISATION CHART

The army lists are used in conjunction with the force organisation chart from a scenario. Each chart is split into five categories that correspond to the sections in the army list, and each category has one or more boxes. Each box indicates that you may make one choice from that section of the army list, while a dark-toned box means that you must make a choice from that section.

Note that unless a model or vehicle forms part of a squad or a squadron, it is a single choice from what is available to your army.

STANDARD MISSIONS



The Standard Missions force organisation chart is a good example of how to choose an army. To begin with you will need at least one HQ unit and two Troop units (dark shaded boxes indicate units that must be taken for the mission). This leaves the following for you to choose from to make up your army's total points value: up to 1 HQ unit, 0-3 additional Elite units, 0-4 additional Troop units, 0-3 additional Fast Attack units or 0-3 additional Heavy Support units.

USING THE ARMY LISTS

To make a choice, look in the relevant section of the army list and decide what unit you want to have in your army, how many models there will be in it, and which upgrades you want (if any). Remember that you cannot field models that are equipped with weapons or wargear not shown on the model. Once this is done subtract the points value of the unit from your total points, and then go back and make another choice. Continue doing this until you have spent all your points. Then you're ready to do battle!

Army List Entries

Each army list entry consists of the following:

Unit Name: The type of unit, which may also show a limitation on the maximum number of choices you can make of that unit type (0-1, for example).

Profile: These are the characteristics of that unit type, including its points cost. Where the unit has different warriors, there may be more than one profile.

Number/Squad: This shows the number of models in the unit, or the number of models you may take for one choice from the force organisation chart. Often this is a variable amount, in which case it shows the minimum and maximum unit size.

Weapons: These are the unit's standard weapons.

Options: This lists the different weapon and equipment options for the unit and any additional points for taking these options. It may also include an option to upgrade one squad member to a character.

Special Rules: This is where you'll find any special rules that apply to the unit.

SPECIAL RULES

Fleet of Foot

The Eldar are noted for their grace and agility, and are able to move more swiftly than other races when necessary. In the shooting phase, you may declare that an Eldar unit is going to run instead of shoot. Roll a D6. The score is the distance in inches the models in the unit may move in that shooting phase. This move is not affected by difficult terrain.

The following models may not run: Avatar; Eldar vehicles or jetbikes; any model with a saving throw better than 4+, except Dire Avengers, Howling Banshees and Fire Dragon Exarchs; any unit containing an anti-grav platform or support weapon; Dark Reapers.

CRAFTWORLD ELDAR ARMOURY

A Farseer or Warlock may be given up to two weapons from the list below. In addition, a Farseer may be given any items from the Wargear list. No piece of wargear may be taken more than once by a single character and all weapons and wargear must be represented on the model.

A Farseer must take between one to four Farseer psychic powers and a Warlock may be given a single Warlock power.

ELDAR WEAPONS

Close combat weapon	.1 pt
Shuriken pistol	.1 pt
Singing spear	18 pts
Witch blade	15 pts

WARLOCK POWERS

Conceal	.20 pts
Destructor	.15 pts
Embolden	.10 pts
Enhance	.15 pts

WARGEAR

Eldar jetbike (twin-linked shuriken catapults)	.30 pts
Ghosthelm	.5 pts
Runes of warding	.10 pts
Runes of witnessing	.5 pts
Spirit stones	.40 pts

VEHICLE UPGRADES

Eldar vehicles may be given certain vehicle upgrades, as noted in their army list entry, for the points costs indicated below. A vehicle may not be given the same upgrade more than once. As with wargear, all vehicle upgrades must be represented on the model.

FARSEER PSYCHIC POWERS

Eldritch storm	.35 pts
Fortune	.20 pts
Guide	.30 pts
Mind war	.15 pts

Crystal targeting matrix	.30 pts
Holo-field	.25 pts
Scythes	.10 pts
Spirit stone	.10 pts
Star engines	.15 pts
Vectorized engines	.5 pts

ELDAR SUMMARY

	WS	BS	S	T	W	I	A	Ld	Sv
Avatar	10	0	6	6	4	5	3	10	5+
Farseer	5	5	3	4	3	5	1	10	4+
Warlock	4	4	3	3	1	4	1	8	4+
Exarch	5	5	3	3	1	6	2	9	3+
Warp Spider	4	4	3	3	1	5	1	9	3+
Striking Scorpion	4	4	4	3	1	5	1	9	3+
Howling Banshee	4	4	3	3	1	5	1	9	4+
Fire Dragon	4	4	3	3	1	5	1	9	4+
Wraithguard	4	4	5	5	1	4	1	10	3+
Ranger	3	4	3	3	1	4	1	8	5+
Guardian	3	3	3	3	1	4	1	8	5+
Dire Avenger	4	4	3	3	1	5	1	9	4+
Guardian J/Bike	3	3	3	3(4)	1	4	1	8	3+
Shining Spear	4	4	3	3(4)	1	5	1	9	3+
S/Spear Exarch	5	5	3	3(4)	1	6	2	9	3+
Swooping Hawk	4	4	3	3	1	5	1	9	4+
Wraithlord	4	4	5(10)	8	3	4	2(3)	10	3+
Dark Reaper	4	4	3	3	1	5	1	9	4+

RANGED WEAPONS

Weapon	Range	Str.	AP	Type
Shuriken pistol	12"	4	5	Pistol
Shuriken catapult	12"	4	5	Assault 2
Shuriken cannon	24"	6	5	Heavy 3
Death spinner	12"	6	—	Rapid fire
Exarch d/spinner	12"	6	—	Assault 2
Fusion gun	12"	6	1	Assault 1*
Firepike	18"	8	1	Assault 1*
Wraithcannon	12"	X	1	Assault 1*
Ranger long rifle	36"	X	6	Heavy 1*
Flamer	Template	4	5	Assault 1
Scatter laser	36"	6	6	Heavy D6*
M. Launcher (krak)	48"	8	3	Heavy 1*
M. Launcher (plasma)	48"	4	4	Heavy 1 Blast*
Bright lance	36"	8	2	Assault 1
Starcannon	36"	6	2	Heavy 3
Lasblaster	24"	3	6	Assault 2
Hawks Talon	24"	4	6	Assault 3
Prism cannon	60"	9	2	Heavy 1 Blast
D-cannon	Guess 24"	10	2	Heavy 1 Blast*
Shadow weaver	Guess 48"	6	—	Heavy 1 Blast
Vibro cannon	36"	4	—	Heavy 1*
Reaper launcher	48"	5	3	Heavy 2

*These weapons have additional special rules, see the Weapons section of the Warhammer 40,000 rulebook or the Eldar Wargear section for details.

	Armour			
	Front	Side	Rear	BS
Wave Serpent	12	12	10	3
Falcon	12	12	10	3
Vyper	10	10	10	3
Fire Prism	12	12	10	3

	WS	BS	S	Front	Side	Rear	I	A
War Walker	3	3	5	10	10	10	4	2



The mon-keigh do not understand their peril," thought Faeruithir. "We sent them warnings, messengers to tell them that they must not delve into any past mysteries and terrors, and they ignored us. Well, they will not be able to ignore our weapons, they cannot dare turn a blind eye to our magnificent warriors.

The Warp Spider Exarch felt the mind of Farseer Durell touch his own, hearing the Farseer's message in the instant of contact. Shifting his position slightly so that he could survey the battle, he spoke to the others of his squad.

"The time for our attack is nigh. Prepare to move with me along the skein, my kin."

The armoured warrior-women of the mon-keigh were holding out against the Eldar attack for now. However, Durell had informed the Exarch that Silvanol and his Shining Spears were currently outflanking the enemy to the west, and that the Warp Spiders were to move around the enemy line to the east. When the time was ready, the two squads would attack from behind at the same time, confusing the humans and allowing the Striking Scorpions and Guardians to finish them off with a frontal attack.

Faeruithir activated his jump generator. His stomach lurched momentarily as his body was shifted into the warp. Visions of the immaterial realm swept across his eyes for a split-second and his mind was filled with an anarchic wailing as he could sense a great hungering maw tugging at his spirit. Then the jump generator deposited him back into the real universe.

For a moment after re-appearing, he thought that he could hear a distant heartbeat, thundering across the universe like the pulse of a god, and then the transition was fully complete. Faeruithir found himself in the grounds of some ancient edifice, the remains of its curving walls and strange arches clearly showing that it had not been built by human hands, but by beings far older than the men of Terra.

As the Eldar attack continued, Faeruithir saw the mighty form of the Wraithlord Kuladan, heroine from the Battle of a Thousand Blades and Saviour of the Flame, striding through the ruins, her starcannon sending flares of energy into the foe. A Falcon swept past the towering Wraithlord, pulse laser picking out its target with unerring accuracy, sending plumes of smoke rising from one of the crude mon-keigh transports.

As he watched, the Warp Spider Exarch saw a group of male humans charge across the debris of the ancient human settlement. Kyli and her Storm Squad reacted quickly, pulling their blades from ornated sheathes. They swiftly intercepted the barbaric aliens before they could reach the hill where Durell stood with his Warlocks, surveying the tide of battle. Faeruithir gasped in horror at what happened next. As Kyli's Guardians encircled the humans, the savages seemed to rip at their clothing. It was only when the first detonation flung four Guardians into the air that the Exarch realised that the mon-keigh had been wearing bandoliers of explosives. As more explosions tore through the Guardians, Faeruithir felt disgust seep through every cell in his body – only humans would put so little value on life that they would gladly commit suicide.

A sudden noise attracted Faeruithir's attention, the sound of stone rolling against stone. Spinning around, he noticed a group of humans trying to sneak past the Eldar lines. This could not be allowed. Durell's orders were that all humans were to be exterminated, none were to be allowed to continue their delving into the Hrudian catacombs.

"Kill them!" Faeruithir told his squad, thrusting an elegant finger at the humans as they clambered amongst the fallen masonry. The Warp Spiders readied their death spinners and a moment later the air was full of a cloud of monofilament wire. As the humans became enmeshed in the tangle, Faeruithir could see them becoming more terrified, the strands slicing at skin and flesh. Their fear grew and they thrashed wildly, lopping off their own limbs as they struggled against the constricting mass. Faeruithir noticed the look in the eyes of one of the mon-keigh – it reminded him of the wild stare of a food animal that knows it is to be slaughtered. Within a few more heartbeats, nothing was left except a red pile of unidentifiable fleshy ruin. Then Durell's voice flashed in the Exarch's mind again, ordering him to move onward.

Activating his warp jump again, the Exarch felt the pull of the warp even more strongly than before. The heartbeat resounded through his ears, the craving for life swept around him, almost overwhelming him. He felt the spirit stone at his chest burning with golden fire against his own heart. Then it was over once again, as their jump generators set him and the squad a hundred yards behind the nearest of their adversaries, within the shelter of the ruins of an old human building; its walls long since crumbled with time, its bricks held together by the moss and vines.

Durell passed on the telepathic command to wait while the trap was set. When Silvanol was in position, that trap would be sprung and the humans would be doomed...





HEADQUARTERS

A It is said that when the Great Enemy was born into the universe, the war god Kaela Mensha Khaine fought her. Khaine was defeated, but rather than being destroyed, his substance was scattered across the material realm. It is also said that the Avatars of the Bloody-handed God were found where these fragments came to rest, in the middle of the wraithbone core of the craftworlds that had fled the Fall. They are fighters without equal, with skin of the toughest metals and molten magma for blood. Each carries a Wailing Doom, a weapon of immense power that may take the form of a vicious spear, a mighty sword or a many-bladed axe. An Avatar cannot be wholly killed; if its body is destroyed, its spirit will return to the inner sanctum on the craftworld until it has grown a new form.

A Farseers are potent psykers, whose prodigious powers allow them to see the future. By casting their runes, they can travel the tangled skeins of probability to divine which course of action should be taken.



O-1 AVATAR OF THE BLOODY-HANDED GOD

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Avatar	80	10	0	6	6	4	5	3	10	5+

Weapons: The Wailing Doom.

SPECIAL RULES

Fearless: The Avatar is the living incarnation of a god. It will never fall back, even if attacked by a weapon that would normally make the enemy fall back without a Morale check, and cannot be pinned.

Inspiring: When led by their Avatar, the Craftworld Eldar are filled with thoughts of bloodshed, and its presence inspires them to the greatest acts of valour. Any Eldar unit with a model within 12" of an Avatar becomes fearless in close combat. This means that when the unit is fighting in an assault, it will automatically pass any Morale checks it is required to make. Also, if the Avatar itself is in close combat, all Eldar units with a model within 12" add +1 to their score when working out who has won a round of close combat (in effect they count as having inflicted 1 more wound).

Independent Character: The Avatar is an independent character and follows the Independent Character special rules as given in the Warhammer 40,000 rulebook.

Monstrous Creature: The Avatar is a huge and fearsomely strong opponent. It is treated as a monstrous creature and therefore rolls 2D6 for armour penetration and ignores opponents' armour saves in close combat.

Invulnerable: The Avatar is a supernatural creature whose physical vessel is very difficult to destroy. It is treated as being Invulnerable and therefore may make an armour save against any and all wounds it takes, even those that would normally pierce its armour or that allow no save to be made.

Daemon: To all intents and purposes, an Avatar is a Daemon and will be affected by weapons or abilities that use special rules against Daemons.

PARSEER

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Parseer	40	5	5	3	4	3	5	1	10	4+

Options: A Parseer may be given any equipment allowed by the Craftworld Eldar armory.

Bodyguard: The Parseer may be accompanied by up to 5 Warlocks (see separate entry).

Transport: The Parseer and Warlocks may be mounted in a Wave Serpent for +110 pts.

SPECIAL RULES

Independent Character: Unless accompanied by one or more Warlocks, the Parseer is an independent character and follows the Independent Character special rules as given in the Warhammer 40,000 rulebook.

Psychic Powers: The Parseer must choose between 1 and 4 psychic powers for the points cost listed in the Craftworld Eldar armory.

Rune Armour: See the Wargear section for details.

“What do humans know of our pain? We have sung songs of lament since before your ancestors crawled on their bellies from the sea.”

Parseer Eldrad Ulthran

WARLOCK BODYGUARD

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Warlock	11	4	4	3	3	1	4	1	8	4+
Jetbike Warlock	+25	4	4	3	3(4)	1	4	1	8	3+

Number: Each Farseer allows you to field up to 5 Warlocks.

Options: A Warlock may be given any equipment allowed by the Craftworld Eldar armoury.

Character: Warlocks are characters, but may not move on their own. They must either remain in a unit with the Farseer, or they may be assigned to join a Wraithguard or Guardian squad as indicated in the appropriate entries in the army list. With the exception of the Farseer's bodyguard, you may not have more than one Warlock in a unit.

Transport: Warlocks assigned to Guardian Jetbike squadrons or in a unit with a Farseer with a jetbike must be mounted on an Eldar jetbike at an additional cost of +25 pts each. The jetbike is armed with twin-linked shuriken catapults.

Warlock Powers: Each Warlock may be given a single Warlock power at the points cost listed in the Craftworld Eldar armoury.

Rune Armour: See the Wargear section for details.

ELITES**WARP SPIDERS**

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Warp Spider	22	4	4	3	3	1	5	1	9	3+
Exarch	+12	5	5	3	3	1	6	2	9	3+

Squad: The squad consists of between 5 and 10 Warp Spiders.

Weapons: Death spinner.

Character: One model in the squad may be upgraded to an Exarch for +12 pts. The Exarch may be armed with an additional death spinner for +10 pts, turning his death spinner into an Assault 2 weapon instead of rapid fire. The Exarch may also be armed with powerblades at +15 pts.

The Exarch may have the following warrior powers: Surprise Assault at +30 pts; Withdraw at +15 pts.

SPECIAL RULES

Warp Jump Generators: See the Wargear section for details.

The Eldar god of war is Kaela Mensha Khaine – the Bloody-handed God. The Aspect Warriors each represent a different facet of Khaine's existence, a different 'aspect' of death and destruction. When an Eldar treads the Path of the Warrior, he or she will choose an Aspect Shrine in which to study the arts of war.

The Aspect Shrines are tended by the Exarchs, who are also responsible for passing on their deadly skills to the Aspect Warriors who attend their shrine. Exarchs are Eldar who have become trapped on the Path of the Warrior, unable to suppress their love of war and their desire for combat. Exarchs wear the finest armour and carry ancient and exotic weapons that have been maintained since the founding of the Shrine. They are examples of what can happen to an Eldar if they stray from the path, and are held with a mixture of fear and awe by other Eldar.



Warp Spiders are named after the tiny crystalline creatures that roam a craftworld's infinity matrix, purging it of non-Eldar psychic presences. The Warp Spiders epitomise the aggressive defence of these creatures, using their warp jump generators to materialise next to their foes and attack, slipping away again before the enemy can retaliate. As Warp Spiders use their jump generators to travel, they are able to wear bulkier and heavier armour, which could constrict the movements of other Eldar.





Striking Scorpions are close assault specialists who excel in dense terrain. They use every nook and crevice to get close to the enemy before springing an attack. The sting comes in the form of the deadly mandiblaster, used to attack a foe from a few paces away. Only the toughest Eldar can become Striking Scorpions, as strong physique is needed to wear the heavy armour and swing the chainswords to smash through armour and bone.

WRAITHGUARD

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Wraithguard	35	4	4	5	5	1	4	1	10	3+

Squad: The squad consists of between 5 and 10 Wraithguard.

Weapons: Wraithcannon.

Character: The Wraithguard may be joined by a Warlock from the Farseer's retinue. See the Farseer entry in the HQ section of the army list.

Transport: If there are 5 Wraithguard and up to 1 Warlock in the squad, it may be mounted in a Wave Serpent for +110 pts.



Constructed from the complex psycho-plastic known as wraithbone, Wraithguard are not living warriors, they are artificial constructs which house a spirit stone containing the soul of an Eldar warrior.



SPECIAL RULES

Fearless: Wraithguard are not living creatures and are therefore not affected by emotions such as dread and urges of self-preservation. A Wraithguard unit never falls back and cannot be pinned. Even attacks which normally cause the enemy to automatically fall back have no effect on Wraithguard. If a character joins the Wraithguard, then he also becomes fearless.

Wraithsight: Wraithguard do not see the world as mortals do, but instead witness an ever-shifting image of spirits, which makes them slow to react to changes on the battlefield. At the start of every Eldar turn, roll a D6 for each Wraithguard unit that is not led by a Farseer or Warlock. On a roll of a 1, the Wraithguard may do nothing that turn.

TROOPS

RANGERS

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Ranger	19	3	4	3	3	1	4	1	8	5+

Squad: The squad consists of between 3 and 10 Rangers.

Weapons: Ranger long rifle, shuriken pistol.



Life in the craftworld is strict and disciplined, and there have been many Eldar over the millennia who have tired of the Eldar Path. They leave their craftworld seeking excitement and adventure, and tread the Path of the Outcast. Many die, alone and forgotten. Some fall from grace and become consumed by their dark passions, while others manage to exorcise their wanderlust and eventually return to their craftworld.



SPECIAL RULES

Infiltrators: In the right circumstances, Rangers have the ability to work their way into a forward position on the battlefield. To represent this, they may set up using the Infiltrators rule, but only if the mission allows for Infiltrators to be used. If the mission does not allow use of the Infiltrators rule then the Rangers must set up normally with the rest of the army.

Difficult Terrain: Rangers are famed for their ability to slip unseen through the most rugged terrain, causing no more disturbance than the passing of a breeze. A Ranger squad moving through difficult terrain can roll one dice more than usual, choosing the highest roll as their movement as normal.

Cameleoline Cloaks: Rangers are swathed in cloaks and robes that make them all but invisible to the naked eye. A Ranger squad adds +1 to any cover saves it is allowed (eg, a 5+ cover save becomes a 4+ cover save). If they are not in cover then they have a 6+ cover save.

"We used to think of them as wandering vagrants. Well, those vagrants held up my whole platoon for five days."

Lieutenant Phariik on Eldar Rangers

Guardian Storm squads are formed from Eldar who were once warriors from one of the close combat Aspect Shrines such as the Striking Scorpions. Some Guardians carry a close-range weapon, such as a fusion gun, which enables them to fire a powerful and deadly blast of energy at any enemy that get too close.

Highly skilled with their shuriken catapults, Dire Avengers are deadly on the attack and immovable in defence.



The Wave Serpent is the main troop carrier of a craftworld's army. Protected inside its hull and force field, Guardians and Aspect Warriors can be transported in safety to any part of the battlefield. Its powerful anti-grav engines give it great speed, making it possibly the best troop transport in the galaxy.

Energy Field: The prow is protected by an energy field to ward off enemy shots. Any ranged attack against the Wave Serpent from the front or side arc with a Strength greater than 8 counts as Strength 8. In addition, any attacks against a Wave Serpent never roll more than +1D6 for their armour penetration (for example, meltaguns at half range or ordnance only roll one dice). Attacks in close combat, or from the rear, are unaffected by the energy field and do not suffer any of these penalties.

GUARDIAN STORM SQUAD										
	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Guardian	8	3	3	3	3	1	4	1	8	5+
Warlock	11	4	4	3	3	1	4	1	8	4+

Squad: The squad consists of between 5 and 20 Guardians.

Weapons: Shuriken pistol and close combat weapon.

Options: The Guardians may be armed with Plasma and Krak grenades at +2 pts per model and Haywire grenades for +3 pts per model.

Up to two models in the squad may exchange their weapons for either a fusion gun at +4 pts each or a flamer at +3 pts each.

Character: The unit may be joined by a Warlock from the Farseer's bodyguard. See the entry in the HQ section of the army list.

Transport: A Guardian Storm squad numbering 10 or less models may be mounted in a Wave Serpent for +110 pts.

DIRE AVENGERS										
	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Dire Avenger	12	4	4	3	3	1	5	1	9	4+
Exarch	+14	5	5	3	3	1	6	2	9	3+

Squad: The squad consists of between 5 and 10 Dire Avengers.

Weapons: Shuriken catapult.

Character: One model in the squad may be upgraded to an Exarch for +14 pts. The Exarch may exchange his shuriken catapult for a shuriken pistol and a power weapon for +10 pts; or a shuriken pistol and Diresword for +20 pts.

The Exarch may be given the following warrior powers: Distract for +8 pts; Defend for +12 pts.

Transport: The Dire Avengers may be mounted in a Wave Serpent for +110 pts.

“Some call the Eldar decadent. If that is true, the Imperial Army could do with that kind of decadence.”

Last words of Colonel Brin, executed Heretic 463M38

Transport: WAVE SERPENT					
	Points	Front Armour	Side Armour	Rear Armour	BS
Wave Serpent	110	12	12	10	3

Type: Skimmer, Tank, Fast.

Weapons: Twin-linked shuriken catapults, twin-linked shuriken cannons.

Options: You may upgrade the twin-linked shuriken cannons with one of the following: twin-linked scatter lasers at +5 pts; twin-linked Eldar missile launchers at +20 pts; twin-linked bright lances at +15 pts; twin-linked starcannons at +15 pts. The twin-linked catapults can be upgraded to a single shuriken cannon for +20 pts. A Wave Serpent may be given the following vehicle upgrades: crystal targeting matrix, spirit stone, vectored engines, star engines, scythes.

Transport: The Serpent can carry up to 10 models, or 5 Wraithguard and a Warlock. It may not carry an Avatar or Wraithlord or a squad that has a anti-grav platform.

GUARDIAN DEFENDER SQUAD

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Guardian	8	3	3	3	3	1	4	1	8	5+
Warlock	11	4	4	3	3	1	4	1	8	4+

Squad: The squad consists of between 5 and 20 Guardians.

Weapons: Shuriken catapult.

Options: The squad may be armed with Plasma grenades at a cost of +2 pts per model.

The Guardian squad may be joined by a heavy weapon platform at the additional points cost listed: shuriken cannon +35 pts; scatter laser +40 pts; Eldar missile launcher +55 pts; bright lance +50 pts; starcannon +50 pts. The heavy weapon platform has two Guardians as crew, each armed with a shuriken catapult or shuriken pistol and close combat weapon. It requires one crewman to fire the platform, the other may shoot with their own weapon freely. If one crewman is killed the platform operates as normal; if both crew are killed the platform is useless (the platform itself can't be hit). The heavy weapon platform can move and fire with a heavy weapon.

Character: The unit may be joined by a Warlock from the Farseer's bodyguard. See the entry in the HQ section of the army list.

Transport: Unless accompanied by an anti-grav platform, a Guardian Defender squad numbering 10 or fewer models may be mounted in a Wave Serpent for +110 pts.

 In times of need, those taught the ways of war form squads of Guardian Defenders. Anti-grav platforms allow them to provide mobile heavy firepower when on the advance.



FAST ATTACK

GUARDIAN JETBIKE SQUADRON

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Jetbike	35	3	3	3	3(4)	1	4	1	8	3+
Jetbike Warlock	41	4	4	3	3(4)	1	4	1	8	3+

Squadron: The squadron consists of between 3 and 10 Guardian jetbikes.

Type: Eldar jetbike.

Weapons: The jetbikes are armed with twin-linked shuriken catapults. The riders are armed with a shuriken pistol.

Options: Up to one in three jetbikes may replace their shuriken catapults with a single shuriken cannon at +20 pts per model.

Character: The unit may be joined by a Warlock from the Farseer's bodyguard. See the entry in the HQ section of the army list.

 Eldar anti-gravitic technology is a source of constant amazement and jealousy to the Adeptus Mechanicus. It is this that enables the Eldar to create anti-grav vehicles ranging from the huge Scorpion super heavy tanks down to the one-man jetbikes. Through subtle manipulation of the gravity field, jetbikes combine high speed with incredible manoeuvrability, making them an ideal craft for launching rapid hit-and-run attacks against the enemy.

SHINING SPEARS

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Shining Spear	50	4	4	3	3(4)	1	5	1	9	3+
Exarch	+20	5	5	3	3(4)	1	6	2	9	3+

Squadron: The squadron consists of between 3 and 5 Shining Spears.

Type: Eldar jetbike.

Weapons: The jetbikes are armed with twin-linked shuriken catapults. The riders are armed with a laser lance.

Character: One model in the squad may be upgraded to an Exarch for +20 pts. The Exarch may exchange his laser lance for a bright lance for +25 pts or a power weapon for +5 pts.

The Exarch may be given the following warrior powers: Skilful Rider for +5 pts; Evade for +10 pts.

 The Shining Spears are one of the rarest, most specialised Aspects. They embody the spear of Kaela Mensha Khaine, that struck like lightning and could kill any foe with a single blow. The Shining Spears ride jetbikes so that they can strike without warning, pouncing on their enemy in an instant and dealing death with blasts from their laser lances.

 Vypers are highly mobile weapons platforms, capable of laying down a withering fire even at high speed. Although not heavily armoured, their ability to skim quickly through the air provides them with as sure a defence as any amount of thick armoured plating.



 Swooping Hawks specialise in bringing death to anyone, no matter who they are. Their wings allow them to swiftly move to anywhere on the battlefield, picking off the enemy with a hail of energy bolts.



 During the war in heaven, it was Falcon, consort of the Great Hawk, who retrieved Vaul's mighty sword, Anaris, and gave it to the Eldar hero Eldanesh to continue the battle with Khalne. It is this principle of deliverance which is behind the design of the Falcon grav-tank. With its potent armament and ability to carry a small squad of fighters, the Falcon is designed to take the fight to the enemy, or to extricate the warriors should resistance prove too fierce for them.

VYPER SQUADRON						
	Points/Model	Front Armour	Side Armour	Rear Armour	BS	
Vyper	50	10	10	10	3	

Squadron: The squadron consists of 1-3 Vypers.

Type: Fast, Skimmer, Open-topped.

Weapons: The Vyper is armed with twin-linked shuriken catapults and a shuriken cannon.

Options: The shuriken cannon may be replaced with one of the following heavy weapons: scatter laser at +5 pts; Eldar missile launcher at +20 pts; bright lance at +15 pts; starcannon at +15 pts.

The shuriken catapults can be upgraded to a shuriken cannon for +20 pts.

A Vyper may be given the following vehicle upgrades: crystal targeting matrix, spirit stone, holo-field, vectored engines, star engines, scythes.

SWOOPING HAWKS										
	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Swooping Hawk	21	4	4	3	3	1	5	1	9	4+
Exarch	+12	5	5	3	3	1	6	2	9	3+

Squad: The squad consists of between 5 and 10 Swooping Hawks.

Weapons: Lasblaster, Plasma grenades, Swooping Hawk grenade pack.

Character: One model in the squad may be upgraded to an Exarch for +12 pts. The Exarch may be armed with a power weapon for +10 pts or exchange his lasblaster for a Web of Skulls and shuriken pistol for +20 pts or a Hawk's Talon for +15 pts.

The Exarch may be given the following warrior powers: Bounding Leap for +5 pts; Sustained Assault for +20 pts.

SPECIAL RULES

Swooping Hawk Wings: See the Wargear section.

HEAVY SUPPORT

FALCON					
	Points/Model	Front Armour	Side Armour	Rear Armour	BS
Falcon	120	12	12	10	3

Type: Skimmer, Tank, Fast.

Weapons: Twin-linked shuriken catapults, pulse laser and one weapon from the following list: shuriken cannon at +20 pts; scatter laser at +25 pts; Eldar missile launcher at +40 pts; bright lance at +35 pts; starcannon at +35 pts.

Options: The shuriken catapults can be upgraded to a single shuriken cannon for +20 pts.

A Falcon may be given the following vehicle upgrades: crystal targeting matrix, spirit stone, holo-field, vectored engines, star engines, scythes.

Transport: The Falcon can carry 6 models. It may not carry an Avatar, Wraithlord, Wraithguard or a squad containing an anti-grav platform.

Inquisitor Czevak

"Ask not the Eldar a question, for they will give you three answers; all of which are true and horrifying to know."

Inquisitor Czevak

FIRE PRISM					
	Points	Front Armour	Side Armour	Rear Armour	BS
Fire Prism	115	12	12	10	3

Type: Skimmer, Tank, Fast.

Weapons: Twin-linked shuriken catapults and prism cannon.

Options: The shuriken catapults can be upgraded to a shuriken cannon for +20 pts.

A Fire Prism may be given the following vehicle upgrades: crystal targeting matrix, spirit stone, holo-field, vectored engines, star engines, scythes.

WRAITHLORD										
	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Wraithlord	75	4	4	5(10)	8	3	4	2(3)	10	3+

Weapons: Two Dreadnought close combat weapons. Each fist also incorporates a flamer or a shuriken catapult. Note that the Wraithlord's profile already includes the extra Attack for having two close combat weapons.

Options: The Wraithlord may be armed with one of the following heavy weapons: shuriken cannon at +25 pts; scatter laser at +30 pts; Eldar missile launcher at +50 pts; bright lance at +45 pts; starcannon at +45 pts.

SPECIAL RULES

Implacable Advance: The Wraithlord is a towering construct capable of laying down a curtain of fire as it advances into combat. It can shoot up to two weapons if it moves, and all of its weapons if it stays stationary. It can even fire heavy weapons whilst moving.

Fearless: The Wraithlord carries the spirit of a mighty warrior who has witnessed many battles over the centuries. The Wraithlord cannot be pinned and never falls back, even from attacks which would normally cause the enemy to automatically fall back without a Morale check.

WAR WALKER SQUADRON										
	Points/Model	WS	BS	S	Front	Side	Rear	I	A	Armour:
War Walker	30	3	3	5	10	10	10	4	2	

Number: A squadron consists of between 1 and 3 War Walkers.

Type: Walker, Open-topped.

Weapons: The War Walker is armed with two of the following weapons: shuriken cannon at +20 pts; scatter laser at +25 pts; Eldar missile launcher at +45 pts; bright lance at +35 pts; starcannon at +35 pts. Note that the points cost for weapons is not included in the profile, but must be added to the basic cost of 30 pts.

SPECIAL RULES

Energy Field: A War Walker's pilot is encased in a powerful force field. Any ranged attack against a War Walker from the front arc with a Strength greater than 8 counts as Strength 8. In addition, such attacks never roll more than +1D6 for their armour penetration (for example, meltaguns at half range or ordnance only roll one dice). Attacks from the side or rear, or in close combat, are not affected by the energy field and so do not suffer any of these penalties.

"We warned you of the price of your actions, now you must pay it in full - in blood."
Message received prior to the Assyri Devastation

A This dedicated anti-tank vehicle uses the most advanced forms of laser technology ever seen. Its powerful prism cannon can blast apart armoured vehicles and cut through swathes of infantry. With its ability to move at high speed over almost any obstacle, this lethal attack can be made anywhere on the battlefield.

A Towering over its foes, the Wraithlord is controlled by the essence of one of the craftworld's mightiest warriors. Only the most worthy are installed into its armoured shell.



A War Walkers are used in rough terrain, to scout out enemy positions. Its two heavy weapons provide a considerable arsenal for its size, but it lacks the heavy armour that would allow it to fight at the centre of an attack.





A The Eldar use many forms of technology that cannot be matched by other races. These exotic weapons are used by the Craftworld armies to support their advance or to form a solid defence.

A The Dark Reapers represent the war god in his role as the Destroyer. They are perhaps the most sinister and lethal of all the Aspect Warriors and their dark armour is adorned with symbols of death and destruction. They excel at long range support and carry the deadly reaper launcher – a fast-firing heavy weapon that shoots a hail of armour-piercing rockets.

The armour of a Dark Reaper incorporates many specialised systems to further increase their effectiveness as support troops. Their helmet vanes contain a receptor linked directly to their reaper launcher, allowing them to see exactly where their weapon is pointing. To ensure a rigid firing pose, their heavy lower leg armour and boots are fitted with sensitive stabilisers, as well as clamps which secure the Aspect Warrior to the ground.

SUPPORT WEAPON BATTERY

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Guardian	20	3	3	3	3	1	4	1	8	5+

Battery: Each unit consists of 1-3 support weapons.

Weapons: All of the support weapons must be armed with the same type of weapon from the following list: D-cannon at +30 pts per model; Vibro-cannon at +40 pts per model; Shadow Weaver at +25 pts per model.

Crew: Two Guardians armed with shuriken catapults or shuriken pistol and close combat weapon.

SPECIAL RULES

Weapons Platform: The support weapon has two Guardians as crew. One crewman is required to fire the support weapon, the other is free to fire his own weapon. If one crewman is killed the platform operates as normal, if both crew are killed the platform is useless (the platform itself can't be hit).

Unlike other anti-grav platforms, the special nature of a support weapon means that it must be absolutely still when it is fired and so it may not fire if it was moved in the movement phase.

Character: The unit may be joined by a Warlock from the Farseer's retinue. See the entry in the HQ section of the army list.

DARK REAPERS

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Dark Reaper	37	4	4	3	3	1	5	1	9	4+
Exarch	+18	5	5	3	3	1	6	2	9	3+

Squad: The squad consists of between 3 and 5 Dark Reapers.

Weapons: Reaper launcher.

Character: One model in the squad may be upgraded to an Exarch for +18 pts. The Exarch may exchange his reaper launcher for one of the following weapons: shuriken cannon for +5 pts; Eldar missile launcher for +10 pts.

The Exarch may be given the following warrior powers: Fast Shot for +20 pts; Crack Shot for +10 pts.

Transport: A Dark Reaper squad may be mounted in a Wave Serpent for +110 pts.



MUSTERING THE WARHOST

The majority of Craftworld Eldar units are very specialised in their role on the battlefield. To give yourself the best chance of victory in battle, the mix of different units you take into battle must be given careful consideration.

WHERE TO BEGIN?

A good way to start collecting your army is with the compulsory HQ and two Troops units needed to play a Standard mission. A Farseer, with his many and powerful psychic abilities, is one of the best HQ units around, and a strong backbone of Guardians (either Storm squads or Defender squads) is essential to any Eldar force. Alternatively, you could field Dire Avengers instead of Guardian Defender squads. Dire Avengers are better at shooting and have superior armour compared to Guardians. Rangers are another Troops option, but their long rifles mean they are tactically less flexible than Guardians.



Eldar Warlocks



Above:
A converted Avatar of the Bloody-handed God.

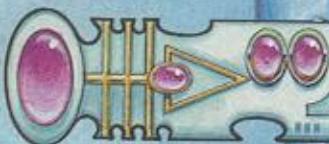
Left:
Converted Farseer

On the following pages are a selection of different units from the Craftworld Eldar army, along with some notes on the different tactics you can use when fielding them. For convenience, these units have been divided into three types: 'resilient', 'fast' and 'firepower'. Resilient units can take a lot of damage, fast units move rapidly and firepower units provide massed fire or heavy weapons support.

A Craftworld army can contain almost any mix of these different unit types (following the force organisation chart, of course). However, you will have to decide if you want to collect an even mix of all units, or if you would prefer an army that specialises in one type of attack strategy, with only the odd unit from the other categories.



An Eldar force made from two Guardian Defender squads with heavy weapon platforms (Troops) and a Farseer (HQ).



RESILIENT UNITS

- This type of unit relies upon its high Toughness, thick armour or sheer numbers to withstand damage.

- Resilient units use attrition to win their battles – they must maximise enemy losses whilst sustaining few casualties themselves.

- Resilient units can be tactically flexible, fighting in the centre of the battleline, where they can withstand a lot of enemy fire and attacks, or they should be used as a solid anchor to prevent the enemy swooping away one flank of your army.

- A unit which falls into this category can be used to attack as well as defend because they are able to advance under fire whilst sustaining only limited losses, thus ensuring that they reach the enemy with enough survivors to do some damage.

- Because they can take so much punishment before being destroyed, resilient units naturally attract a lot of enemy fire and so can be used to divert your opponent's attention away from your more vulnerable or valuable units.

- As tough as they are, you must remember that these units are not indestructible – try not to expose them to more enemy fire than they can handle.



GUARDIANS



STRIKING SCORPIONS

WARP SPIDERS



DIRE AVENGERS



WRAITHLORD

WRAITHGUARD

FAST UNITS



SWOOPING HAWKS

JETBIKES



FALCON

- Some fast units, such as Vypers or Jetbikes, use their speed as their main weapon. Others, like Howling Banshees, must get into an assault with the enemy to be most effective.

- These units must keep moving. If they stop, they are not using their greatest asset – speed.

- Fast units are very flexible, and can use their speed to attack where the enemy is not expecting them.

FIREPOWER UNITS

- Firepower units can out-shoot most of their enemies. Some of them, such as Fire Dragons and War Walkers, have powerful, high strength weaponry. Others, such as Dark Reapers or Rangers, use their impressive rate of fire to inflict damage.

- Static units (Rangers, Dark Reapers, etc) must stay stationary to shoot and are best deployed where they have a good all-round view of the battlefield.

- Mobile firepower units (Falcons, Fire Prisms, etc) can fire whilst moving, giving them the additional ability to hunt down any enemy who try to hide.

- Firepower units can inflict lots of damage but they can't necessarily take lots of damage!



FIRE DRAGONS



RANGERS



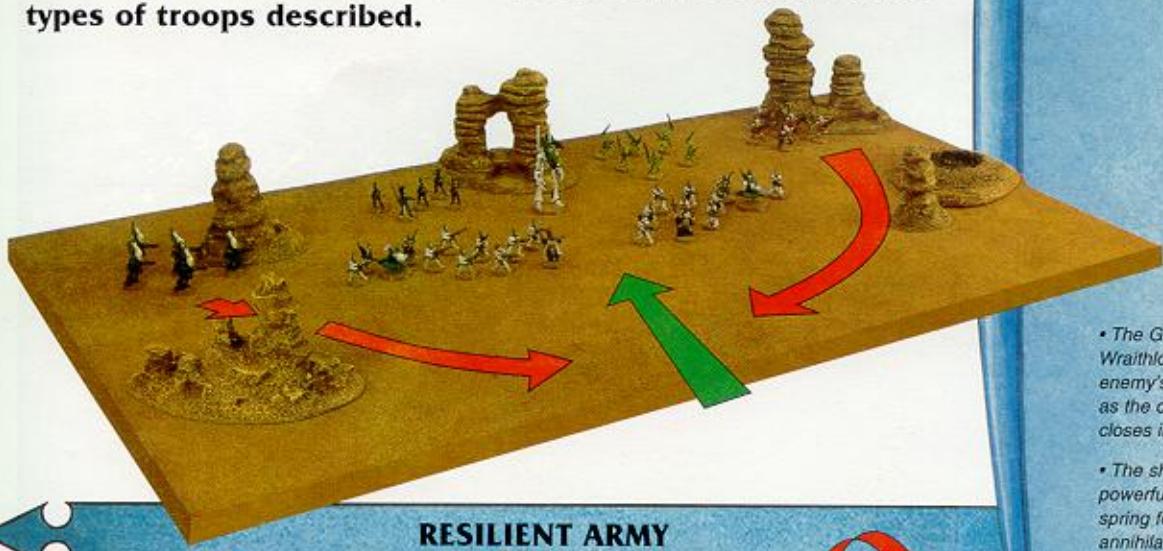
WAR WALKER

DARK REAPERS

FIRE PRISM

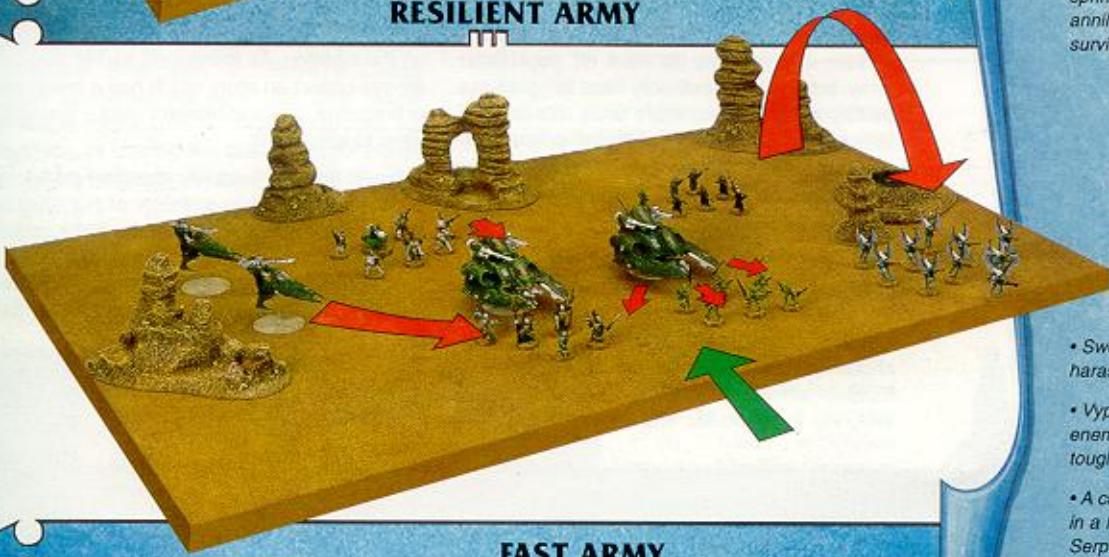
THE ART OF WAR

Here are three strategies for different armies based on the types of troops described.



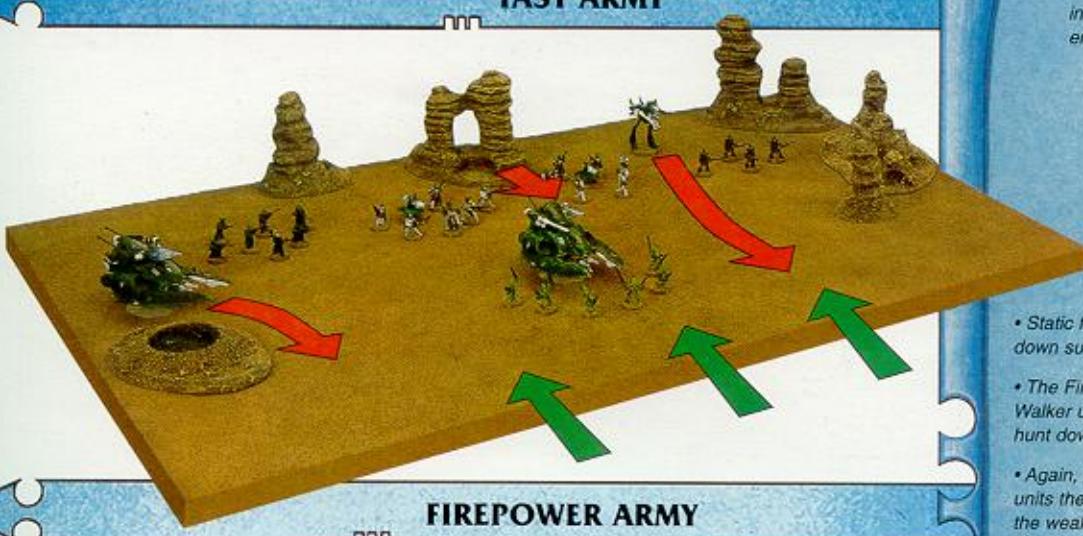
RESILIENT ARMY

- The Guardians and Wraithlord target the enemy's toughest units as the opposing army closes in.
- The short-ranged but powerful units then spring forward to annihilate the survivors!



FAST ARMY

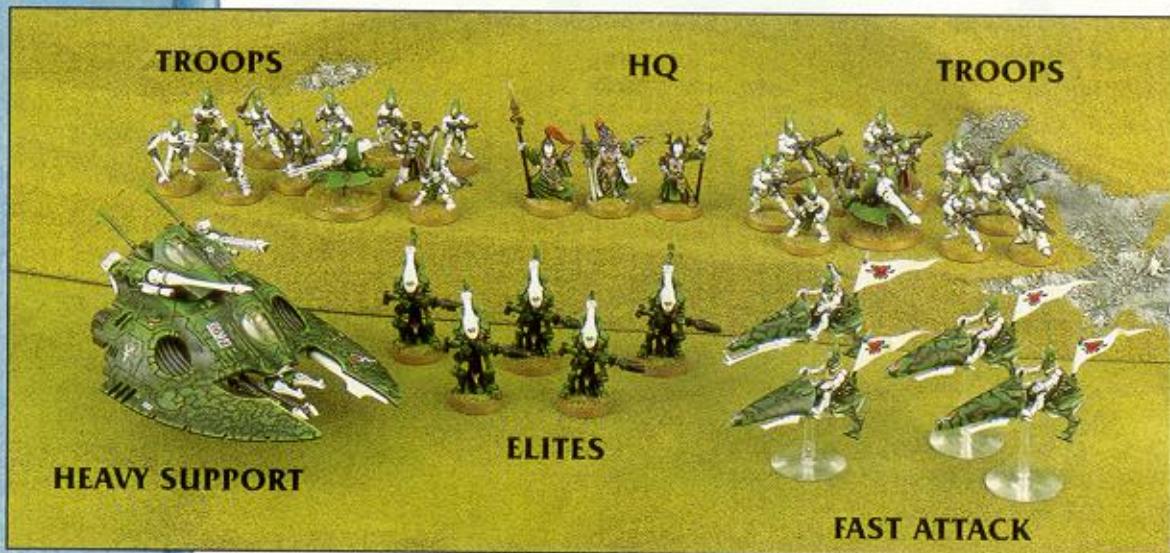
- Swooping Hawks start harassing the enemy.
- Vypers hunt down enemy tanks and other tough targets.
- A close combat squad in a Falcon or Wave Serpent then smashes into any remaining enemy units.



FIREPOWER ARMY

- Static firepower units lay down supporting fire.
- The Fire Prism and War Walker use their mobility to hunt down enemy units.
- Again, powerful close combat units then spring forward onto the weakened enemy units to finish them off.

EXPANDING YOUR ARMY



Afarseer and a couple of Guardian squads are a good way to start off your Eldar army, but you'll undoubtedly want to fight large battles which means more units. It's a good idea to think ahead about what to collect next and what sort of units you want your army to have when it's finished.

The Biel-tan army above has had a unit added from each of the other force organisation categories – Elites, Fast Attack and Heavy Support. This gives a well-rounded force which is mobile and has a reasonable shooting capability. Have a look at the different types of army shown in this section and see if any one in particular appeals to you, either

because of the way it looks or the way it plays on the tabletop. As mentioned earlier, you can always collect an army which has a broad mix of firepower, fast and resilient units – you don't have to specialise!

Below is Jonas Ekestam's Maegnár craftworld army. As you can see, much of his army is made up of Aspect Warriors, with just a couple of small Guardian units to fill up his Troops requirements. With the Howling Banshees or Fire Dragons in the Falcon, supported by the Swooping Hawks, jetbikes and Vypers, Jonas' host is quite fast.



Jonas Ekestam's Maegnár craftworld army.

PAINTING ELDAR

Collecting an Eldar army takes time and patience, but the satisfaction of fielding a nicely painted warhost on the battlefield is very rewarding. The many and varied Eldar units offer a great wealth of different painting opportunities.

The main characteristic of painting Eldar models is the contrast between the colour of Eldar helmets and their body armour. You'll notice on this page that the Iyanden Guardian is painted with yellow armour and a blue helmet. Aspect Warriors can also be painted using contrasting colours in just the same way.

ARMOUR

The colour you undercoat your miniatures will play an important part in how your army will look. A Skull White undercoat is perfect for the bright yellow colours of Iyanden, whilst if you are painting a black-armoured Ulthwé craftworld army then of course a Chaos Black undercoat will save you time. Some painters might use a black undercoat for Iyanden, re-coating the raised armour plates in white before painting them yellow. The resulting black lining makes the armour plates really stand out. If you use a white undercoat and then a Chestnut ink wash to shade the yellow afterwards you'll get a similar effect but much more quickly.



Skull White undercoat



Chaos Black undercoat

THE UNDERSUIT

You'll notice that the plate armour on a lot of Eldar models, in particular the Aspect Warriors, is laid over a flexible undersuit. This is an important element when painting Eldar armour. To keep it simple you could paint over both the armour and the undersuit in a single colour. To add more definition a wash of inks on the armour plates is also a good idea. The alternative is to paint the undersuit and the armour plates in contrasting colours (a darker undersuit usually works best). The Howling Banshee Exarch shown above is a good example of how effective this can be.



COLOURS

Each craftworld's colours are not a strict uniform. They are often applied with various contrasting colours and on different parts of a vehicle or armour. For example, one squad might have green armour and yellow helmets, while another has green helmets and yellow armour. Some squads may be completely green, or use another secondary colour such as black, blue or white.

WEAPONS

Eldar weapons can be painted in lots of different combinations of colours. Not only can they be painted to contrast or match the warrior's armour, you can also paint them in a variety of metallic colours including Beaten Copper, Brazen Brass or, in the case of this Fire Dragon, Burnished Gold. Use an ink (such as Chestnut Wash) to shade metal and Mithril Silver to highlight it.



HELMETS

A warrior's helmet is a good place to apply a suitable Eldar rune waterslide transfer. The Fire Dragon to the right bears the rune of his Aspect shrine, but other runes are also used as decoration, so feel free to use the transfers in any way you like.

DIFFERENT TYPES OF BASES

Another way of giving your army a theme is by using a distinctive colour for the bases of your miniatures. This will add character to your army straight away. The most common base colour is Goblin Green, but you can use Snakebite Leather for battles on desert worlds, or Space Wolves Grey for ice worlds and so on. Most hobbyists also like to add

texture to the model's base. This can be done with green and/or brown coloured wood dust (called flock), or fine sand. Apply a thin coat of PVA glue to the top of the base and dip it in your chosen basing material. Shake off the excess material and you're left with a nice texture on the base. You can paint the sand any colour you like and highlight it using drybrushing. You can also highlight flock as well and add some small stones and gravel for more texture.



Ice World



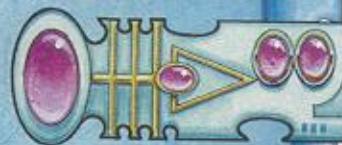
Desert World



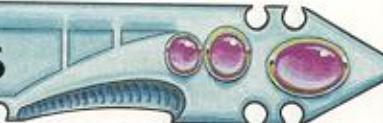
Jungle World



Scenic Base



CRAFTWORLD COLOURS



Above is a selection of Guardian runes, used on the helmets of these Biel-tan units.

Each craftworld is associated with its own colour or colours. Five of the largest craftworlds are shown on the following pages.

BIEL-TAN CRAFTWORLD

Biel-tan is noted for having a large number of Aspect Warriors, who often incorporate the craftworld's colour scheme into their ritual uniform colours. The main colour of Biel-tan is green, often contrasted with white or light grey.



Ranger



Ranger



Warlock



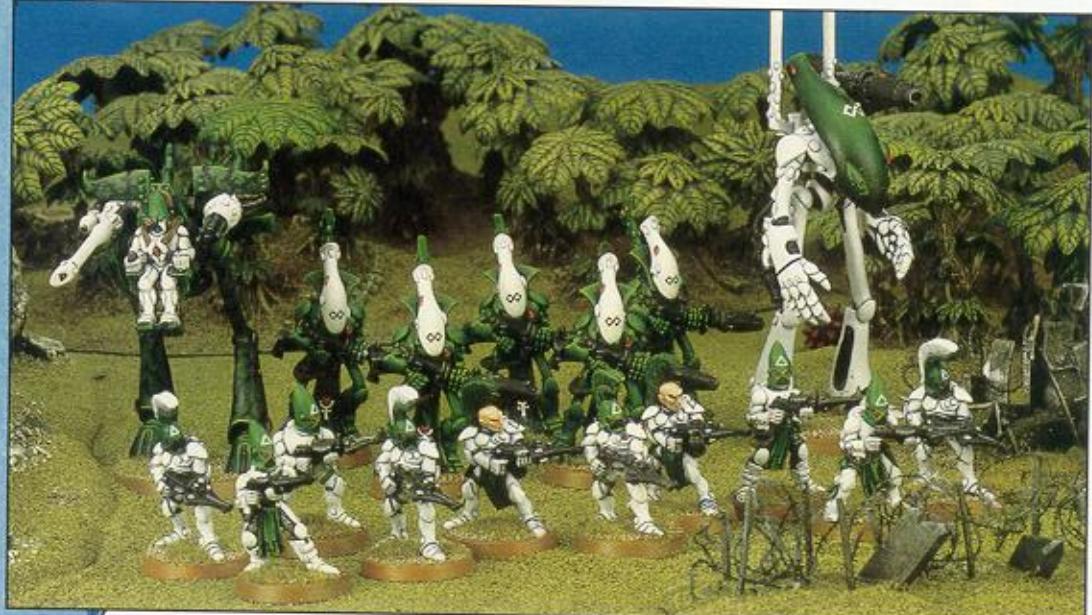
Wraithguard



Guardian Defender Squad



Storm Squad Guardian



You can see how Eldar colour schemes can be varied to create diversity within an army.

SAIM-HANN CRAFTWORLD

Saim-hann is most famous for the jetbikes and skimmers of its Wild Rider clans; each of which has its own variation of the Dragon rune which is the craftworld's symbol. Saim-hann's predominant colour is red, often contrasted with white or black.



Defender Squad Guardian



Saim-hann Jetbikes

Some armies use patterns rather than runes to distinguish their squads. The Ulthwé Guardians pictured below show a selection of different helmet patterns you might like to use for your Guardian squads.



Wraithguard



Storm Squad Guardian



Warlock

ULTHWÉ CRAFTWORLD

Ulthwé has more Farseers and Warlocks than other craftworlds. The black of Ulthwé is usually accompanied by a strong contrasting colour such as yellow, orange, red or white.



ALAITOC CRAFTWORLD

The Alaitoc army can call upon a large number of Rangers to help it in battle. Alaitoc Guardians and vehicles use deep blue as their main colour, normally in conjunction with yellow or white.



Defender Squad Guardian



Alaitoc Vyper

IYANDEN CRAFTWORLD

A large number of Wraithlords and Wraithguard make up an Iyanden army. The few Guardians they have wear yellow as their primary colour, with blue or red to contrast.



Iyanden Jetbike



Storm Squad Guardian



Warlock

As well as runes or patterns, you can use helmet, sash, weapon or gem colours to show which squad a particular model belongs to.

ASPECT WARRIORS

ASPECT COLOURS

The traditional colour schemes for the various shrines are:

- Howling Banshees – White or Bone
- Dark Reapers – Black or Midnight Blue
- Warp Spiders – Black and Red
- Dire Avengers – Deep Blue
- Striking Scorpions – Green
- Fire Dragons – Red or Orange
- Swooping Hawks – Pale Blue or Grey
- Shining Spears – White

Each Aspect has its own colour scheme. This is not dependent upon the craftworld that the Aspect Warriors originate from, but instead is part of ancient tradition.

Although each Aspect has a unique colour scheme it is quite common for the exact colour and markings to vary from shrine to shrine and even variations within the same shrine or squad are often seen. On some craftworlds the Aspect Warriors incorporate some of the craftworld's own colours, or even have their colour scheme replaced entirely.

Some shrines or squads may even have a colour scheme which bears no resemblance to their Aspect or their craftworld. On this page are just a few of the many different colour schemes and armour patterns used. You should feel free to use whatever colours you find the best or most appropriate.



Dire Avenger Exarch



Warp Spider Exarch



Warp Spider Exarch



Striking Scorpion



Striking Scorpion Exarch



Striking Scorpion



Striking Scorpion



Fire Dragon



Fire Dragon Exarch



Swooping Hawk Exarch



PAINTING JETBIKES

Jetbikes are one of the most easily recognised Eldar units, and it's a rare warhost that doesn't include at least one squadron. Jetbikes offer great scope for a painter, whether you're an expert or just starting out.

When painting Eldar jetbikes think of them as extensions of the rider's armour. Simply paint the jetbike the same colour as the Guardian's uniform. As an alternative, if you are painting lots of different Jetbike squads, as in a Saim-hann army for instance, you could paint the jetbike the same colour as the rider's helmet. With an Iyanden jetbike you could paint its body white with a green carapace. The carapace itself is excellent for painting special markings and applying large transfers.

USING SPRAYS

Spray cans of Citadel colour are really useful for painting lots of jetbikes at the same time; you can also use them for painting troops as well. Choose a colour that will cover the majority of the vehicle and undercoat it as normal.

TRANSFERS

Some Eldar runes and designs are quite complex to paint, but there is a wide selection of transfer sheets you can use instead. Looking at the photographs in this book, you will see that transfers can be used in many different places on Eldar warriors and vehicles. They are a quick and simple way of



Biel-tan jetbike



Saim-hann jetbike

adding colour and variety to your units and can be used to identify different units in your army. You can also combine transfers together to make new designs or re-paint them different colours, using the design as a kind of template to follow.



Saim-hann carapace designs

VYPERs

Vypers can be painted in the same way as jetbikes. However, it's a good idea to paint the carapace and the clear plastic pilot's canopy separately (Tip: do not varnish the canopy as it will turn cloudy). It's easier to paint the driver of the Vyper without the carapace in place. In fact, painting jetbike riders and crew separately and gluing them into jetbikes afterwards is always a good idea.

PAINTING FALCONS

There is little doubt that the Falcon and its variants are the most elegant-looking vehicles in the Warhammer 40,000 universe. For this reason, it's always a good idea to spend a little bit of extra time painting these centre-piece models.

Painting a large vehicle such as a Falcon is always a rewarding project. This Ulthwé Falcon is painted all over in Chaos Black with contrasting Blood Red weaponry. Falcons look good with their top hull painted one colour and the underside painted another. It's also easier to paint the turret separately before the model is glued together. The wide hull is an excellent place for adding detail such as gemstones and transfers.



FIRE PRISM

The Fire Prism is based on the Falcon but is armed with the awesome prism cannon. The huge crystal that constitutes the gun itself could be painted a bright, rich colour to contrast with the rest of the skimmer. This Ulthwé Fire Prism is painted Storm Blue and decorated with fierce lightning flashes painted in Skull White.



A host of Saim-hann vehicles prepares for war.

TOP TIPS

Here are a few 'tricks of the trade' which you might find useful when painting your Eldar army. Many of these techniques may seem a little complicated at first, but with practice they'll become second nature.

ELDAR CHARACTERS

Avatars, Farseers and Warlocks are some of the most detailed models in the Eldar army and it's worth spending some extra time and effort on them. Here are a few tips to help you whether you are a beginner or a veteran.

To paint a cloak or robe, start with a deep base colour, (Shadow Grey is ideal for white robes), and then highlight using the folds in the cloth as a guide. You can use a fairly bright colour along the edges to get a clean, crisp finish, as shown in the photographs below.

These characters also wear armour made of the exotic Eldar substance called wraithbone.



Wraithbone armour

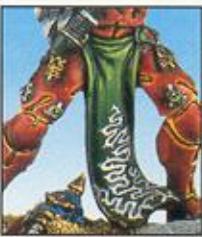
An excellent base colour for wraithbone is Snakebite Leather. Apply a first highlight of Bubonic Brown on top of this, then add Bleached Bone for the lighter shades, finishing off with Skull White. How much of each colour you apply can radically change the look of the bone. By using mostly Bubonic Brown over Snakebite Leather the wraithbone will look dark and ancient. The more Bleached Bone and Skull White you use, the cleaner and more polished it will look.

PAINTING GEMS

Eldar miniatures and vehicles are covered in gemstones and making them look good is simple. You can paint them a flat colour if you want, but there is an easy way to make them really look like gems. First paint the gem in the colour of your choice. Then shade and highlight the gem in reverse, ie, shading at the top and highlighting at the bottom. Finally, add a tiny dot of Skull White at the top. Some painters like to finish off their gemstones with a coat of gloss varnish.



Warlock coat



Avatar's loin cloth



Farseer cloak

THORN PATTERN

The thorn pattern is a common Eldar device and is easier to achieve than it first looks. Simply paint a flowing black line and then add small triangles to form the thorns.



ELDAR SHOWCASE

On this page are some superbly painted Phoenix Lords and Eldar character models. Also featured are winners from the Golden Demon painting competition which is held every year at Games Day.



Jain Zar –
The Storm of Silence



Maugan Ra –
The Harvester of Souls

These three Phoenix Lords were painted by Neil Green. Notice how Neil has used tiny highlights to keep the black armour looking black. Only Baharroth's armour is highlighted to light grey, as befits a Swooping Hawk.



Baharroth –
The Cry of the Wind

The main feature of both Jain Zar and Maugan Ra is the dramatic bone effect. This is created by using Bestial Brown as the base colour, with layers of progressively lighter colours: Snakebite Leather, Bronzed Flesh and finally Bleached Bone and Skull White painted on top. Interestingly, Neil used a really watery layer of Skull White as a glaze to make the bone look highly polished.



Dark Reapers by Ben Jefferson, 1st place Warhammer 40,000 squad, Golden Demon 1996.



Wraithlord by Ben Jefferson, 1st place Warhammer 40,000 vehicle, Golden Demon 1996.

Ben's Wraithlord is beautifully blended from Midnight Blue through Enchanted Blue to Ice Blue. The model is covered with glinting stars and white runes all over its body and loin cloth. Ben has also used a dramatic lightning motif on the machine's head and loin cloth.



Karandras –
The Shadow Hunter
Painted by Dave Thomas

Dave used Dark Flesh as the base colour for the head piece and the power claw. This was then highlighted with Bleached Bone painted in a ribbed pattern.



Fuegan –
The Burning Lance
Painted by Chris Smart

Right: The original Codex Eldar cover that inspired this Exarch conversion.



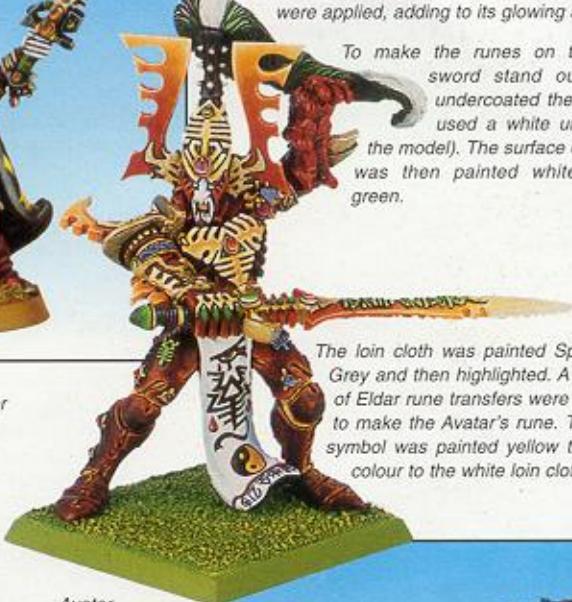
Eldar Exarch
Converted by Mike McVey.
Painted by Stuart Thomas



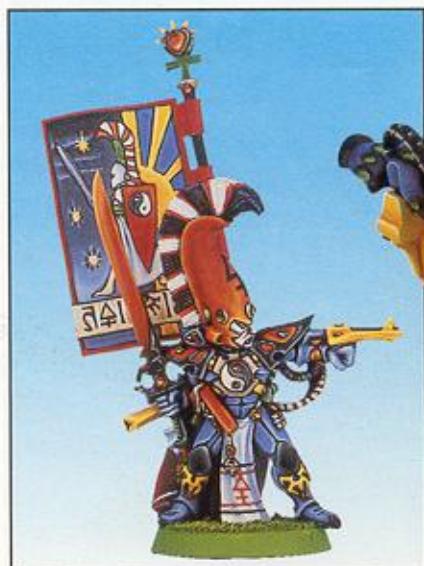
Eldrad Ulthran
Painted by Paul Muller

When Mike painted his Avatar, in order to make the job a little easier he painted it section by section. The whole model glows with an inner fire and this effect was achieved by using layered inks over the Avatar's armour. As many as six coats of red ink were used on the Bloody Hand alone, which was itself finished with a coat of gloss varnish. Pure white highlights were painted onto the hand before the layers of red ink were applied, adding to its glowing appearance.

To make the runes on the Avatar's sword stand out Mike re-undercoated them black (he used a white undercoat for the model). The surface of each rune was then painted white and then green.



The loin cloth was painted Space Wolves Grey and then highlighted. A combination of Eldar rune transfers were put together to make the Avatar's rune. The yin-yang symbol was painted yellow to add some colour to the white loin cloth.



Asurmen –
Hand of Asuryan
Painted by Paul Muller

Avatar
Painted by Mike McVey



Jonas Ekestam's magnificent Vyper and jetbike show how a painter can individualise his own models. The Vyper is painted as part of his Maegnár Craftworld army, whilst the jetbike is more of a display piece. Notice however the crisp painting and the continuing flame motif that characterise Jonas' models.



Wraithguard squad by Valerie Florentin, 3rd place Warhammer 40,000 squad, Golden Demon 1996.

The flame motif is a feature of Valerie's Wraithguard. It appears on the spirit warrior's head and wraithcannon. Notice how the lead Wraithguard is marked with a rune on its loin cloth and a yin-yang symbol on its leg.



THE CRAFTWORLD ELDAR

This section of Codex: Eldar contains a great deal of additional information on the Craftworld Eldar which does not fit into the main army list itself. You will find descriptions and rules for the many exotic weapons and psychic powers of the Eldar, as well as army list entries for certain legendary Eldar characters who you may wish to use in your games of Warhammer 40,000.

Also included is a wealth of information concerning the Eldar race. This includes treatises on their weapons, studies of their culture and language and a rough guide to the subtle interconnections of the various fragments of this once galaxy-spanning race. This is intended for your illumination and entertainment, but maybe it will spark off some ideas for battles or campaigns as well.

Marauth chanted quietly, his voice barely a whisper, the complex spell spilling from his lips in a continuous stream of syllables. As he wove the enchantment, the runes and sigils adorning the portal began to glow; some white, others gold and silver, their inner fire casting flickering shadows across the Farseer's face and his heavy robes. Passing his hand across the gateway, he spoke the final verse, sealing the entrance to the webway for all eternity. He turned and faced the Warlocks around him.

"It is done. The runes of ending have been invoked; our enemies will find no passage through here now." He told them.

The youngest of the Warlocks, Karhaedron, who was barely 300 Eldar years of age, made a respectful gesture to attract Maraust's attention.

"Morfessa, I do not understand the necessity of closing the webway through this portal." The Warlock's young face expressed his sincere concern. "If your divinations are correct and the Dark Kin will find this path to us, then surely is it not better to be prepared with warriors and weapons, and destroy them once and for all?"

"What you say holds much truth," Maraust replied. "As you know, the webway, what remains of it, links us to the ancient places and the other craftworlds. It binds us together and allows us to move swiftly and unseen by the eyes of our enemies. Yet the Dark Kin found their refuge from the fall within its winding paths and their Dark City spreads like a stain in its depths. They do not know all the ways and means and places within the webway – only the Harlequins could claim that skill, but on occasion they will stumble by chance upon the correct turning or upon one of our portals. The Infinity circuit has shown that this will happen, here in this place. However, I have only learnt of the place of their attack, not the time. It would be impossible for us to maintain our guard for an indefinite period. It could be many years before the possible events I witnessed come to pass, and we have not the resources for such vigilance as would be necessary. We require certainty on this, an absolute surety against attack which only the sealing of the portal brings. If even one of the Dark Kin broke through our watchers, they could gain access to the infinity circuit. Such a treasure trove of our ancestors' spirits would be irresistible to them. The carnage they could wreak in our most holy of places is beyond countenance. No, better to be certain."

Karhaedron gave a bow, his eyes lowered out of respect.

"Your wisdom is faultless, as ever, Morfessa. I am most sorry for my lack of understanding and lack of faith," the Warlock apologised.

Maraust smiled warmly, raising the Warlock's chin with a slender finger so that their eyes met.

"Never apologise for asking questions, young seers," the Farseer told his acolytes. "Through asking questions we find answers, and through those answers we gain greater knowledge of ourselves and the universe around us."

Maraust's face hardened, his jaw clenched tightly.

"Our race stopped asking questions once before and our complacency all but destroyed us. That must never happen again."



CRAFTWORLD ELDAR WARGEAR

This section describes the rules for the ancient weapons and equipment used by the Eldar. These rules tend to be more detailed than those in the Warhammer 40,000 rulebook and supersede them if they are different.
NOTE: Any items not listed here work exactly as described in the Warhammer 40,000 rulebook.

Banshee Mask: Howling Banshees wear a specially modified helmet, which overloads their foes' nervous systems by using psychosonic amplifiers to turn their battlecries into powerful energy waves.

A model wearing a Banshee mask always strikes first in hand-to-hand combat in the first round of any assault, regardless of Initiative or other factors. This applies even if they are not in base contact with the enemy. If the combat lasts more than one round, then the mask has no effect in subsequent rounds. If an enemy model also has an ability that allows it to always strike first (such as Dark Eldar Wyches on certain combat drugs) then the attacks are resolved simultaneously.

Biting Blade: The teeth of a Biting Blade tear through flesh and armour, shredding muscle and bone. It is used in an assault and if a model using it wounds an enemy with more than 1 wound, you may roll to wound that opponent again. Keep rolling until you fail to wound. Each wound inflicted must be saved against separately.

Bright Lance: The bright lance is used by the Eldar to destroy heavily armoured targets, using a highly focused beam of laser energy. A bright lance has the profile below. In addition, it treats any armour value higher than 12 as 12.

Rng: 36" S: 8 AP: 2 Assault 1

Diresword: The Diresword is an extremely potent power weapon, incorporating a spirit stone in its hilt. When the Diresword strikes, the spirit that is within the blade can attempt to destroy the mind of the target.

A Diresword is used in close combat. If a model with more than 1 wound is wounded by a Diresword, it must immediately pass a Leadership test on 2D6 or die automatically. The Diresword ignores normal armour saves.

Distort Cannon: The Distort cannon, or D-cannon, uses the Eldar's advanced knowledge of warp technology to unleash a miniature warp hole onto the battlefield, tearing apart its targets. The D-cannon has the profile given below.

In addition, if it hits a vehicle, use the Ordnance Damage tables to resolve any damage. Note that a battery of more than one D-cannon follows the rules for multiple barrages on page 58 of the Warhammer 40,000 rulebook.

Rng: Guess 24 S: 10 AP: 2 Heavy 1 Blast

Eldar Jetbike: The jetbikes of the Craftworld Eldar are designed for extreme manoeuvrability, able to turn on the spot and rapidly change speed. This enables the rider to make swift hit-and-run attacks, emerging from cover to attack before slipping away again. They use all the rules for jetbikes given in the Warhammer 40,000 rulebook. In addition, an unbroken model on an Eldar jetbike may always move 6" in the assault phase, whether they are within 6" of an enemy or not. This move can be in any direction, it does not have to be a charge towards the enemy, even if the jetbike is within 6" of an opposing model.

Eldar Missile Launcher: The Eldar have a grasp of technology which far surpasses that of other races, and it is this knowledge that allows them to make wide use of plasma missiles. Eldar missile launchers may fire krak or plasma missiles, with the profiles given below. A squad that takes casualties from a plasma missile must test for pinning (see page 58 of the Warhammer 40,000 rulebook).

Krak: Rng: 48" S: 8 AP: 3 Heavy 1
Plasma: Rng: 48" S: 4 AP: 4 Heavy 1 Blast

Executioner: The Executioner is a long-bladed power weapon capable of slicing an opponent in half with a single blow. It must be wielded in both hands by its user, and so may not be used in conjunction with another close combat weapon or pistol to get +1 Attack. An Executioner adds +2 to the wielder's Strength and ignores normal armour saves.

Firepike: The Firepike is a sophisticated melta weapon, with a distinctive long barrel which can project the deadly melta beam a considerable distance. Like other melta weapons, the Firepike rolls 2D6+Strength for armour penetration against targets that are within half range (9"). It has the following profile:

Rng: 18" S: 8 AP: 1 Assault 1

Fusion Gun: The fusion gun is a melta-weapon, most commonly carried by the Fire Dragon Aspect Warriors. As a melta weapon, the gun rolls 2D6+Strength for armour penetration when fired at half range (6"). It has the following profile:

Rng: 12" S: 6 AP: 1 Assault 1

Ghosthelm: A Farseer's Ghosthelm incorporates intricate crystalline psychic circuitry that masks their spirit in the warp, protecting them from the attacks of Daemons and other warp creatures. If the model suffers an attack from the perils of the warp while making a Psychic test (ie, the player rolls a double 6 or double 1) he may ignore the attack on a D6 roll of 4+. In addition, any Daemon that is fighting the model in close combat halves its own Weapon Skill (rounding up).

Hawk's Talon: A Swooping Hawk Exarch often carries a much more powerful version of the lasblasters wielded by his squad, called a Hawk's Talon. This weapon has the following profile:

Rng: 24" S: 4 AP: 6 Assault 3

Haywire Grenades: The Eldar use Haywire grenades for disabling enemy vehicles. They send out a powerful, short-range magnetic pulse which shorts out electrical wiring and disrupts the energy systems of its target. They may only be used in an assault against vehicles.

A model attacking with these grenades may only make a single attack, whatever their other armaments. Attacks characteristic, or whether they charged. If the attack hits, roll a D6 to determine the effect: 1=no effect, 2-5=glancing hit, 6=penetrating hit. A Haywire grenade may only be used against a Dreadnought if it has already been immobilised or is stunned.

Lasblaster: The lasblaster is a rapid-firing laser weapon, which far surpasses the clumsy lasguns of the Imperium and is used by the Swooping Hawk Aspect Warriors to lay down a hail of fire. It has the following profile:

Rng: 24" S: 3 AP: 6 Assault 2



**Blood Runs,
Anger Rises,
Death Wakes,
War Calls!**

**Battle-chant to Khaine the
Bloody-Handed God**

Laser Lance: This is used by Shining Spears Aspect Warriors. They use it to deliver intense short ranged laser blasts as they charge into combat. It is fired in the assault phase when the Shining Spears charge into combat and is worked out just before you move them into combat. The unit's laser lances must be fired at a single unit being charged by the Shining Spears and any casualties count towards the combat resolution for that turn. All of the normal shooting rules apply to this attack, such as rolling to hit, saves for cover and so on. In addition, a model armed with a laser lance counts as having Strength 5 when working out hits in hand-to-hand combat. A laser lance has the following profile:

Rng: n/a S: 5 AP: 5 Assault 1

Mandiblasters: These are fitted into the helmets of Striking Scorpions Aspect Warriors. Activated by a psychic pick-up in the helmet, it fires a hail of needle-thin shards which act as a conductor for a highly charged laser. A model with a mandiblaster may make a special attack in close combat, worked out at +2 to the model's Initiative. Mandiblasters can be used by models within 2" of an enemy, as well as by models in base contact. They inflict a Strength 4 hit on a D6 roll of 4+. Normal armour saves are allowed. Remove models as you would other close combat casualties. Once these attacks have been resolved, the Striking Scorpions may make any other attacks at their normal Initiative value. Note that since mandiblaster casualties count as close combat casualties, a Striking Scorpion who starts the combat in base contact with the enemy will get their full number of Attacks, even if the model they are in base contact with is removed by mandiblaster fire.

Plasma Grenades: Rather than the crude fragmentation grenades used by other races, the Eldar employ advanced Plasma grenades to stun their enemies when they charge into close combat. These negate the effect of cover in close combat, so that all attacks are worked out in Initiative order.

Powerblades: Powerblades are fitted to the forearm, enabling the wearer to use both hands freely. A well trained warrior can make sweeping strikes with the powerblades as well as their other weapons. A model equipped with powerblades gets +1 Attack. This can be in addition to the +1 Attack for being armed with two other close combat weapons for a total of +2 Attacks. A model using powerblades ignores armour saves.

Prism Cannon: The prism cannon works by focusing a narrow laser beam through a highly complex crystal array and then unleashing it in a devastating burst. It has the following profile:

Rng: 60" S: 9 AP: 2 Heavy 1 Blast

Pulse Laser: The pulse laser is a highly advanced weapon that fires a stream of powerful laser bolts at its target. It fires D3 shots, rolled each time the pulse laser is fired. It has the following profile:

Rng: 48" S: 8 AP: 2 Heavy D3

Ranger Long Rifle: The Ranger long rifle is equipped with highly sophisticated sights, allowing the firer to locate weak points in an enemy's armour. The long rifle is treated like a sniper rifle. In addition, if a 6 is rolled for the to hit roll, the shot counts as having AP 1.

Rune Armour: Eldar Farseers and Warlocks are covered by protective runes and sigils that use psychic energy to ward off enemy attacks. A model wearing rune armour has an invulnerable saving throw. If the model is mounted on a jetbike, it may take either a normal 3+ saving throw or its 4+ rune armour save.

Runes of Warding: A Farseer can use runes of warding to divine when an enemy psyker is using his powers and to throw up a psychic shield to protect himself and those nearby. If an enemy psyker attempts to use a psychic power and the psyker or the target is within 6" of the Farseer, the enemy must take the Psychic test on 3D6 and discard the lowest roll. Psykers who do not normally have to take a Psychic test remain unaffected by the runes of warding.

Runes of Witnessing: A Farseer uses runes of witnessing to guide his second sight along the twisting strands of fate, giving him even greater clairvoyance. A Farseer with runes of witnessing rolls 3D6 and discards the highest roll when taking a Psychic test. Note that you must use the lowest two rolls, even if they are a double 1.

Scorpion's Claw: The Scorpion's Claw is an ancient weapon of the Striking Scorpion Exarchs. It takes the form of a powered claw-shaped glove with a shuriken catapult incorporated into its back. The claw may be used both as a power fist and a shuriken catapult, and may be used as both in the same turn.

Shadow Weaver: The Shadow Weaver unleashes a stream of razor-sharp mesh high into the air, which drifts down onto the enemy, slicing through flesh and bone. It is a barrage weapon and a battery of more than one Shadow Weaver follows the rules for multiple barrages on page 58 of the Warhammer 40,000 rulebook. As a barrage weapon, it also uses the rules for pinning (also on page 58). It has the following profile:

Rng: Guess 48" S: 6 AP: - Heavy 1 Blast

Singing Spear: The Singing Spear is a psychically-charged weapon used by Farseers and Warlocks, which can be thrown at opponents and returns automatically to the user's hand. The Singing Spear has the profile below, and always wounds opponents on a 2+, regardless of their Toughness. If thrown at a vehicle, it has a Strength equal to three times the thrower's Strength and adds +D6 for armour penetration as usual. A Singing Spear may also be used in close combat, but requires two hands to wield and so cannot be used with another close combat weapon or pistol to gain +1 Attack. A model may not throw the Singing Spear and use it in close combat in the same turn.

Rng: 12" S: Special AP: n/a Assault 1

Spirit Stone: Every Craftworld Eldar wears a waystone, to trap their soul when they die and to stop it being consumed by the Chaos god Slaanesh. Waystones containing a soul are known as spirit stones, and can be put to a variety of uses by the Eldar. An Eldar psyker can use the power of a spirit stone to charge themselves with psychic energy. A psyker with spirit stones can use two psychic powers each turn instead of one. However, these must be different powers; a psyker cannot use the same psychic power twice in the same turn.

Starcannon: The starcannon is a highly advanced plasma weapon that uses a sophisticated electromagnetic pulse to guide its lethal bolts to the target. Note that unlike the crude and clumsy plasma weapons of other races, a starcannon does not overheat on a to hit roll of 1. It has the following profile:

Rng: 36" Str: 6 AP: 2 Heavy 3



EXARCH POWERS

Exarchs may be given certain warrior powers as detailed in their army list entry. An Exarch can have up to two warrior powers, and these have the effects given below.



Exarch makes her close combat attacks, she may be repositioned in contact with any model of your choice in the enemy unit.

Bounding Leap: The Exarch makes long, graceful jumps, propelling himself towards the enemy. When making an assault move, he may add +D6" to the distance he charges. The Exarch may only charge if he is within 6" of the enemy in the assault phase, but he does not have to engage the first model in his path if his extra charge distance would allow him to reach another model.

Burning Fist: The Exarch summons up all his wrath and hatred and unleashes it in a devastating attack. In close combat the Exarch may re-roll any to wound rolls and ignores normal armour saves.

Crack Shot: The Exarch is a supreme master of all ranged weapons, able to pinpoint his targets with unerring accuracy. The enemy may not make cover saves against shots from the Exarch, and the Exarch may re-roll any failed to wound roll when shooting. Crack Shot may not be used by an Exarch in the same turn as he uses Fast Shot.

Crushing Blow: The Exarch is able to channel his rage and anger and use it to strike with incredible strength. He works out all close combat attacks at +1 Strength.

Defend: The Exarch is adept at self-protection using parries and dodges to avoid enemy blows before striking. He may use this ability in close combat. If he does so, he strikes last, but enemy models must roll a 6 to hit him.

Acrobatic: The Exarch's agility allows her to leap over the heads of enemy models to attack anywhere she may choose. Before the

Distract: Using hypnotic gestures and feints, the Exarch confuses and distracts his enemies. The Exarch may use this ability in close combat. One model in base contact with the Exarch, chosen by the Eldar player, is at -1 Attacks. This can reduce a model to 0 Attacks.

Evade: The Exarch is adept at guiding his jetbike to avoid incoming shots and the clumsy blows of the enemy. His saving throw becomes invulnerable.

Fast Shot: The Exarch is adept at laying down a lethal volley of fire from any weapon, firing shot after shot into the enemy. If the Exarch is firing an assault or heavy weapon, add +1 to the number of shots fired (for example, Heavy 3 becomes Heavy 4). If the Exarch is firing a pistol or rapid fire weapon then they never count as moving (ie, they can always fire once up to maximum range or twice up to 12"). Fast Shot may not be used by an Exarch in the same turn as he uses Crack Shot.

Skilful Rider: The Exarch leads his squad unerringly around tree-trunks and branches, down twisting gorges and through rock-strewn passes. He and his squad do not have to roll for difficult terrain.

Stealth: The Exarch is extremely cunning and knows how to use the lie of the land to shield his squad from their enemies as they approach. A squad led by an Exarch with Stealth may infiltrate, if allowed to do so by the mission being played.

Surprise Assault: The Exarch leads his squad on the attack, just when the enemy are least expecting it. When he and his squad charge, they gain +2 Attacks instead of +1.

Sustained Assault: The Exarch keeps his wings in constant motion, darting from one foe to the next in a continuous attack. For each close combat hit he inflicts, he may make an extra attack. If an extra attack hits, then this allows him a further attack. Keep rolling to hit until the Exarch misses. Resolve to wound rolls and armour saves for each hit as normal.

Tank Hunter: The Exarch is well versed in the art of stalking armoured vehicles, able to spot a weak point in the armour almost instantly. He may re-roll any armour penetration rolls he makes for shooting or close combat attacks against targets with an armour value.

War Shout: The Exarch uses her Banshee mask to unleash a terrifying howl of fury and despair, which sweeps over her enemies like a shockwave. When the Exarch uses her mask, the enemy unit she is fighting must pass a Leadership test or reduce its Weapon Skill by -1 for the rest of that assault phase.

Withdraw: The Exarch watches the tides of combat closely, and is able to judge the moment when it will be safe for his squad to withdraw from a fight, ready to attack again. If the squad is in close combat at the end of the assault phase, they may fall back to take them out of the combat if you wish. All the normal rules for a fall back move apply (most importantly, the rules for crossfire) but the enemy squad may only make a 3" move to consolidate. The unit automatically regroups after making its withdrawal.



ELDRAD ULTHRAN



ELDRAD ULTHRAN, FARSEER OF ULTHWE

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Eldrad	246	5	5	4	4	3	5	1	10	3+ (rune)

An Ulthwé Eldar army of 2,000 points or more may include Eldrad Ulthan. If you decide to take him he counts as one of the HQ choices for the army. Eldrad must be used exactly as described below, and may not be given extra equipment. In addition, he may only be used in a battle where both players have agreed to the use of special characters.

Wargear: Shuriken pistol, Staff of Ulthamar, runes of warding, runes of witnessing, Ghosthelm, spirit stones, rune armour.

Psychic Powers: Eldritch Storm, Fortune, Guide and Mind War.

SPECIAL RULES

Staff of Ulthamar: The Staff of Ulthamar is a potent artefact made from the purest wraithbone. Eldrad can channel his immense psychic powers through the staff, increasing his abilities or using it as a powerful weapon. The staff can be used in two ways, but it may only be used in one way in any single turn. Firstly, it can be used to allow Eldrad to use another psychic power. This can be a psychic power he has already used that turn. Secondly it can be used in an assault, in which case it always wounds on a roll of 2+ and ignores armour saves.

Divination: Eldrad Ulthan is possibly the most accurate and powerful Farseer of the Eldar, and his powers of precognition and prophecy are legendary. After both sides have deployed at the start of a game, the Eldar player may reposition D3 units in his army. No unit can be repositioned outside its normal deployment zone, and may only be moved up to 6" from its original position. In addition, when using reserves you may add +1 to a single reserves roll each turn (declare before rolling the dice).

Independent Character: Unless accompanied by a bodyguard, Eldrad Ulthan is an independent character and follows all the Independent Character special rules as given in the Warhammer 40,000 rulebook.

Bodyguard: Eldrad Ulthan may be accompanied by a bodyguard of Warlocks. See the separate entry in the army list.

"Eldrad is the greatest among us. He is the sun which eclipses the light of our stars. He is Ulthwé and the fate of our kind rests in his hands. His eyes are the keenest, no detail goes unnoticed. Four thousand runes can he cast, guiding our path through torment and war, death and salvation. He is the pathfinder, the seer, the true guide. Even your race has trembled before his might, though you may not have known it. It was he who guided us to the Ork known as Ghazghkull, and commanded us to steer his path to your world of Armageddon. Ten thousand Eldar lives would have been lost if he had not done so. What sacrifice is a million humans for such a cause?

He knows your affairs better than you do yourself. He warned that weakling seer you call Emperor of the treachery of

Horus and the strife which would engulf us, just as it engulfed the rest of the galaxy, but your arrogance deafened you to his words. Your stupidity almost destroyed the galaxy, yet you never knew how close the forces of light were to our ultimate defeat. He saw the Great Devourer and warned our kin on Iyanden, even before they had neared our galaxy.

To him all futures are laid out, just as your crude implements of torture are laid out on the cold metal of that shelf. You say we are random and capricious, we say you are vulgar and idiotic. Some of you call us your enemies. All races are our enemy in time. Some of you call us your allies. You are not allies, any more than a butcher's knife is his ally. You are tools, nothing more. To be used and expended to protect our race, that is your fate.

Your kind think you are so magnificent, yet even now, at the nadir of our power, we can manipulate you, turn you to our ends, as easily as you might pull a trigger and fire a gun. Our time will come again. Eldrad has promised us. Once more you upstart mon-keigh [subject spits] shall kneel before our power! This time we will not be so lenient! We will exterminate you, every world, every vessel, every one of you! Eldrad has seen the stars stained red with your blood, and it pleases him! You think us weak, but we will be your doom, children of Earth."

Interrogation of
captured Eldar Ranger
Prisoner no. 28264
Prisoner Awaiting Termination



IYANNA ARIENAL



IYANNA ARIENAL, SPIRITSEER OF IYANDEN

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Iyanna	75	4	4	3	3	2	4	1	9	Special

An Eldar army from the craftworld of Iyanden may include Iyanna Arienal. Arienal may be included in a single Wraithguard squad in the army, instead of a Warlock from a Farseer's bodyguard. She must be used exactly as described below, and may not be given extra equipment. In addition, Arienal may only be used in a battle where both players have agreed to the use of special characters.

Wargear: Shuriken pistol, Spear of Teuthlas, Armour of Vaul.

Warlock Powers: Destructor, Enhance.

SPECIAL RULES

Spear of Teuthlas: This is an ancient singing spear which dates back to the founding of the Iyanden Craftworld. The Spear of Teuthlas follows the rules for a singing spear but has a range of 18" instead of 12".

Armour of Vaul: The Armour of Vaul is a strange and truly ancient artefact. It uses the wearer's mental powers to throw up a virtually impenetrable screen of psychic energy. Instead of making a normal armour save, Arienal must pass an unmodified Leadership test in order to save against any hits she suffers. If the test is failed she loses a wound as normal. The Armour of Vaul can make saves against attacks that ignore normal armour saves, just like an invulnerable saving throw.

Spiritseer: Arienal is skilled at conversing with the spirits of the dead, and can communicate with them over greater distances than an ordinary psyker. Any Wraithguard unit with a model within 12" of Arienal does not have to test for its Wraithsight, just as if a Warlock were accompanying the unit.

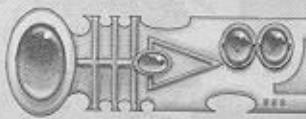


Arienal ran a slender finger along the tracing lines of wraithbone that were wreathed around the infinity circuit channel. At her touch, the wraithbone began to pulse with psychic energy, a warm glow spreading outwards along the web of the psychotropic material. Singing softly, offering her prayers to those whose bodies had been destroyed, Arienal took a waystone from a pouch at her belt and placed it in the centre of the channel.

The Spiritseer took a deep breath, bringing calm to her mind. This was the most difficult part of the ceremony, the part that so few seers were able to bear. Taking a small ceremonial blade from its sheath within her sleeve, Arienal cut the flesh on the palm of her right hand. Clenching her fist over the waystone, she let five droplets of blood spill onto the psychic gem. The blood soaked into the waystone as if its shiny surface was porous.

Arienal waited for a moment and then suddenly the infinity circuit was alive with energy. A blaze of light shot along one of the conduits into the waystone, making it glow with inner power. She felt the spirit inside enriched by her own life essence: the psychic contact between her and the dead had been made with the offering of blood. Her head filled with visions, vistas of death, a barren plain of existence from beyond the veil, and her mouth was dry with the taste of grave-dust.

Arienal knew this spirit well. His name was Althenian, an Exarch of the Fire Dragons who had fallen at the Battle of Two Hundred Pyres. Even in death, Althenian was as eager to serve the craftworld as he had been in life. With due reverence, Arienal took the living spirit stone from the matrix and cradled it in her hands, a single tear running down her cheek. Even now, after so many centuries, she was loath to disturb those in eternal rest, to snare a spirit back from paradise. But war was close at hand and the fighters of Iyanden were few. Such sensibilities had to take second place to survival. With a heartfelt sigh, Arienal stood and started walking to the chamber where the shells of the Wraithguard awaited their spirits.



NUADHU 'FIREHEART'



Come brothers, follow me, we hunt across the skies!

Come, chosen of Khaine, and see how our prey, the gangly humans flee!

There is no place for them to hide under the pale face of Lileath the moon, nor under the sun, the face of Asuryan.

Feel the rush of the wind against your skin and hear her keening cry in your ears. Listen to her call well, for are we not the Wild Riders, the children of the storm?

Enjoy the hunt brothers, let sword swing and blood spill. Feel the beat of your heart in your chest and know that you yet live.

Fear not the death brothers, for she is old and slow, and will never catch the Windrider host. It is our enemies who are afraid, for each kiss of our weapons brings the sweet oblivion that they crave by opposing us.

Follow me, brothers, battle awaits!

NUADHU 'FIREHEART', WILD RIDER OF SAIM HANN

	Points	Armour							
		WS	BS	S	Front	Side	Rear	I	A
Nuadhu	75	5	4	4	11	11	10	6	3

An Eldar army from the craftworld of Saim Hann may include Nuadhu. He may be added to a Jetbike squadron or taken as a Fast Attack choice on his own. He must be used exactly as described below, and may not be given additional equipment. Nuadhu may only be used in a battle where both players have agreed to the use of special characters.

Wargear: Power weapon, Alean – the Steed of Khaine.

SPECIAL RULES

Alean – the Steed of Khaine: Nuadhu rides upon a Vyper that has been built to allow him to fight from its back, much as Khaine rode to war on the legendary steed Alean. Nuadhu and the Vyper are considered a single model; he cannot leave his fighting platform. Think of Nuadhu as a unique type of Vyper, with the special rules detailed below:

Type: Fast, Skimmer, Open-topped.

Weapons: Shuriken cannon.

Close Combat: Nuadhu fights in close combat in the same way as a Dreadnought, using the profile above. He may make a 6" assault move in the assault phase, providing he moved no more than 12" in the movement phase, otherwise he may only fight if assaulted. He carries a power weapon, so no armour saves are allowed for wounds inflicted by him in close combat. Note that because he is treated as a Dreadnought he never falls back, even if defeated in close combat.

Hit and Run: Nuadhu can make hit-and-run attacks just like an Eldar jetbike. This means that he can always move 6" in the assault phase, as long as he did not move more than 12" in the movement phase.

Reckless: Nuadhu pays no heed to danger, gladly flying into the heaviest enemy fire. Nuadhu ignores all 'crew stunned' and 'crew shaken' results on the Damage tables.

Chief of the Wild Riders: Nuadhu's Wild Riders will gladly follow him into the fiercest fighting. Any unit led by Nuadhu will never fall back and cannot be pinned.

Independent Character: Nuadhu is an independent character and follows all the Independent Character special rules as given in the Warhammer 40,000 rulebook. He may only join Guardian Jetbike squadrons. As he has an armour value, not a Toughness, if he is with a squad, you must distribute hits before rolls to wound/penetrate armour are made (see page 52 of the Warhammer 40,000 rulebook).



PHOENIX LORDS

An Eldar army may include one or more Phoenix Lords. Each Phoenix Lord counts as one of the HQ choices for the army. They must be used exactly as described below, and may not be given any additional equipment. Furthermore, Phoenix Lords may only be used in a battle where both players have agreed to the use of special characters.

PHOENIX LORD										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Phoenix Lord	See below	6	5	4	4	3	7	3	10	3+

SPECIAL RULES

Independent Character: A Phoenix Lord is an independent character and therefore follows the Independent Character special rules as given in the Warhammer 40,000 rulebook.

Fleet of Foot: Despite having a save of 3+, Phoenix Lords are an exception to the normal rule and may still benefit from the Fleet of Foot special rule as detailed on page 4 of this book.

Fearless: Phoenix Lords have travelled the galaxy for millennia and are utterly fearless. A Phoenix Lord will never fall back or be pinned – even by attacks that do not normally allow a Morale check to be taken. If the Phoenix Lord is leading a squad of their Aspect, then the whole squad becomes fearless.

Maugan Ra

THE HARVESTER OF SOULS 130 pts

Aspect: Dark Reapers.

Wargear: The Maugetar (shuriken cannon with built-in Executioner).

Warrior Powers: Crack Shot, Fast Shot & Crushing Blow.
Like the craftworld of Ulthwé, Altansar craftworld stayed close to the Eye of Terror after the Fall. Then, many millennia ago, a brief expansion of the Eye of Terror caught Altansar in its grip. Despite battling fiercely against the pull of the massive warp storm, the Altansar Eldar were doomed, slowly dragged into the warp over five centuries. It is claimed that the only survivor was the Phoenix Lord Maugan Ra, first of the Dark Reapers. Carrying the Maugetar (lit. Harvester) and wearing the morbidly decorated armour of his now destroyed temple, the Harvester of Souls reaps a high toll of blood from those who oppose the Eldar.

Jain Zar

THE STORM OF SILENCE 143 pts

Aspect: Howling Banshees.

Wargear: Banshee Mask, Executioner, the Silent Death (as Web of Skulls with Strength 5).

Warrior Powers: Acrobatic, War Shout & Bounding Leap.

The most swift and ferocious of the Asuryan was Jain Zar (trans. the Storm of Silence), first chosen of Asurmen. Like her mentor, Jain Zar travelled widely across the webway, teaching her skills to many, and so it is that the Howling Banshees can be found on all but the remotest craftworld.

For centuries at a time she may be beyond the knowledge of mortals, but she always returns, and her shrines keep constant vigil for her. Her chosen weapons are the Jainas Mor (lit. Silent Death) and the deadly Zhai Morenn (Blade of Destruction) which she wields with devastating speed and skill.

Karandras

THE SHADOW HUNTER 165 pts

Aspect: Striking Scorpions.

Wargear: Biting Blade, Scorpion's Claw, Scorpion's Bite (as mandiblaster, but makes attacks at Strength 5).

Warrior Powers: Crushing Blow, Stealth & Surprise Assault.
Legends of Karandras the Shadow Hunter tell of one of the most mysterious of all the Phoenix Lords. No one knows where he originally came from, but it is known that he was not the first Exarch of the Striking Scorpions.

It is said that before him came one called Arhra, the Father of Scorpions, and that Arhra turned to the darkness and waged war upon his own kin. Eventually he fled into the webway to become the Fallen Phoenix and whether he lives still is unknown, but many have their suspicions that he is still alive.

Baharroth

THE CRY OF THE WIND 160 pts

Aspect: Swooping Hawks.

Wargear: Swooping Hawk wings, Swooping Hawk grenade pack, Plasma grenades, Hawk's Talon, power weapon.

Warrior Powers: Bounding Leap, Sustained Assault, Withdraw.

As Asurmen is the first Exarch, so his finest pupil is believed to have been Baharroth (trans. the Cry of the Wind). He was the Winged Phoenix, who taught the skills of what would become the Swooping Hawk Aspect.

Like all the Phoenix Lords, Baharroth has been re-born many times, and it is claimed that he will meet his end fighting alongside his fellow warriors at the Rhana Dandra, the final battle against Chaos.

Fuegan

The Burning Lance 149 pts

Aspect: Fire Dragons.

Wargear: Firepike, Melta-bombs, Fire Axe (power weapon, +1 Strength).

Warrior Powers: Burning Fist, Tank Hunter, Fast Shot.

Fuegan (trans. the Burning Lance) is the founder of the Fire Dragon Shrine, teaching many Exarchs the art of death through flame and fire. Fuegan refused to flee when the Shrine of Asur was destroyed by the Fallen Phoenix, and he was thought lost for many centuries, until he reappeared to fight alongside the Eldar at the Haranshemash (trans. World of Blood and Tears).

It is said that Fuegan will call together the Phoenix Lords for the Rhana Dandra, and that he will be last to die in that final conflict.

Asurmen

The Hand of Asuryan 137 pts

Aspect: Dire Avengers.

Wargear: Twin-linked shuriken catapults, Sword of Asur (Diresword, re-roll misses in close combat).

Warrior Powers: Defend, Distract, Battle Fate (Asurmen's save is invulnerable).

The Eldar believe that the first Exarch was Asurmen, founder of the Shrine of Asur, which was to grow into the most widespread of the Aspects – the Dire Avengers. It is claimed that he was first killed whilst fighting the minions of the Great Enemy, and that his many reincarnations have continued this fight. Asurmen's ritual armour is said to incorporate two mighty vambraces containing shuriken catapults, and it is believed that his Diresword was the first ever created and contains the spirit of his brother Tethys, who was slain by a Daemon.

After the great cataclysm known as the Fall, the Eldar Craftworlds were scattered across the galaxy. The Eldar path was begun as a means of controlling the raging emotions and desire for perfection that is the lure all Eldar must resist. The Path of the Warrior was founded on many craftworlds, and grew into the Aspects that survive to this day. These original Aspect temples were created by mighty Eldar fighters, the original Exarchs of the Bloody-handed God. The Eldar believe that these ancient figures survive to this day, continuing their fight for the Eldar cause whenever and wherever they appear. Many Eldar also believe that these Phoenix Lords, or Asurya as they are known to the Eldar, are no longer truly alive, that their armour is animated by the spirits of Exarchs who have been absorbed into the consciousness of the Phoenix Lord. If this is true, then the Phoenix Lords would indeed be mighty warriors, with many thousands of years of experience.

Extracts from Inquisitor Crevak's "Ancient Wanderers - the Phoenix Lords of the Eldar examined."



"**War is my master; death my mistress.**"

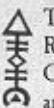
Maugan Ra





SOULSTONE

Relates to secretive, denial, hiding or preservation key runes.



THE ELDAR OF THE STARS

Rune for Craftworlds and their inhabitants. Connotations of imprisonment, eternity, rigidity and self-denial. Stylised in present inactive tense.



SALVATION

Lit: One who has passed from the shadows into the light.



ELDAR OF HISTORY

This rune represents the Exodites. Similarities to pre-Fall runes for regression and escape. Stylised in the ancient past inactive tense. Phrase above main rune means isolated, lost, divorced and disenchanted.



SOLITAIRE

Soulless or living dead. However, also a rune of hope or rescue.



WORLD SPIRIT

Abandoned or forgotten, also connections with runes for eternally lost or beyond retrieval.



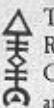
OUTCASTS

'Those who wander'. Ancient meaning is shadow or the lost.



THE DARK KIN

Anarchy and violence, corruption and torture, pain and misery. Forms of this rune mean soulthieves, thirsting ones, the predators or forever damned.



FREEDOM

Other meanings include victory or transcendence. Similar to runes for hope and future.



THE SOULLESS ONES

Formed from runes connected with hunger, so could mean ones with no hunger, devoured ones or even the ever-hungry ones.



THE GOD OF LAUGHTER

Those who travel' or 'The Fearless'. Stylised in the future active tense, suggests things to come rather than things which have come to pass. Also based upon an inverse rune which means the 'Great Enemy'.



SOUL-DRINKER

Also scavengers, looters, parasites, vermin, dying, diabolical, demoniac and decaying. One of the most hideous rune-concepts in Eldar language.



Sirs... The artefact above [illustrated by my Uncle Langstri Mung] was taken from an ancient Eldar site on the third moon of Paravax by my great, great-grandfather Eleusis Mung. Since then our family has endeavoured to understand its full import. We have done much research into the mysterious Eldar language and believe it to be some form of physical representation of the beliefs of the disparate Eldar races.

Your Servant, Ohelius Mung

INTROSPECTIONS UPON PERFECTION

by Kysaduras the Anchorite

In the spring storms of youth, it is common amongst our people to question the validity, and indeed sanity, of our ways, most especially the pursuit of perfection in but one field of endeavour at a time: the Path, as it has been called since our ancestors created it. While the young are intellectually capable of studying the tragic lessons of the Fall and the Great Enemy unleashed by our ancestors, their view of the universe is too narrow to truly see the lessons intrinsic in the terrible events which destroyed our home worlds and drove forth the survivors to wander the stars. It is true of all that in youth there is great bravery and great foolishness in equal measure, an abiding belief that no obstacle is too great to overcome, no foe too mighty to defeat, no problem so complex that it cannot be solved. Conversely it may be said that those who survive the galaxy's tumult for long enough come to believe that all obstacles, foes and problems may not be resolved, only allayed for a brief sliver of history, which in turn is but an instant in the slow dance of the universe.

Thus it is that young and old clash incessantly over the necessity of the Path. The young rail against the restrictions it imposes upon them. Much as our doomed forebears did, they wish to taste every sensation, every emotion within their new-found world as soon as possible. They do not fear the Great Enemy that was created by the desires of our ancestors, for their whole conception of her evil is gleaned from distant tales and legends, and that which brought fear in the nursery is spurned and ridiculed in adolescence. Only with time can they begin to feel the terrible thirst which we gave her and begin to understand that she is a mirror image, a reflection of our worst excesses given life by the debauchery and depravity which preceded the Fall.

Long ago our race realised that the only way to elude the Great Enemy was to shatter the reflection, to live a life of denial and focus upon but one aspect of life, pursuing it unto perfection. This is anathema to the young, just as it is to the Great Enemy. The young do not desire the discipline of the Path, but rather their curiosity drives them to try every fruit from the tree. Thus it is that so many take the Path of Wandering or the Path of Damnation in their first years of adulthood, and so the great tragedy of our kind is played out again and again as the number of our people shrink from generation to generation.

Of all the things I learnt during my sojourn upon that vast and aptly named 'Craftworld', none was more horrifying than the secret of the infinity circuit (a poor translation of the Eldar term for the device, but one which must suffice). I had been amongst these strange alien creatures for some months, and was slowly learning something of their customs. The Eldar are an enigmatic race, who will rarely give a direct answer to a direct question. To learn anything of their ways I was forced to slowly piece together information from observation and careful consideration of the truth hidden in the largely allegorical answers my guide and host would deign to give me.

So it was that I had for some time been trying to fathom the Eldar's attitude to that which must needs come to us all, namely the restful sleep of death. Of all my questions, it was those upon this subject which my host seemed the most reluctant to answer. All intelligent creatures must struggle to come to terms with their own mortality, and I know of no-one who has not had to conquer his fear of dying at some time. Even the bravest of warriors must overcome this fear; indeed, it is by such confrontation that they prove themselves truly brave. Yet, for such an aloof and seemingly wise race, the Eldar appear to have a fear of dying which exceeds that of any people I have ever met. Yet slowly I was able to piece together the truth, and came to understand why the Eldar view death with such horror, and how they avoid it through the medium of the infinity circuit.

It is common knowledge that each Eldar bears upon his breast a highly polished gemstone. Some consider these an affectation or mere decorative bauble. Nothing could be further from the truth! These devices, whose name

best translates as 'spirit stones', are actually psycho-receptive crystals attuned solely to the mind of their owner, and which are designed to capture the very souls of the Eldar at the moment of death. Why exactly the Eldar should go to such lengths to capture this psychic energy I was never able to find out; all I could ascertain was that the Eldar appear to have a belief that should their soul not be captured in this way then it would be lost to a strange shadow-realm where it would, quite literally, suffer a fate worse than death. What fate could be worse than the half-death of imprisonment in the cold crystal of a spirit stone is hard to imagine, yet the fact remains that the Eldar prefer an infinity trapped in this way, and that the alternative is looked upon with a dread unmatched by any I have ever seen.

But enough pointless hypothesising – the fact is that at death the soul of an Eldar is captured by the spirit stone he wears on his breast. The majority of such 'inhabited' spirit-stones are taken to a place known as the Dome of the Crystal Seers, or at least, such was the case in the craftworld upon which I resided, and I have no reason to doubt that it is the same elsewhere. Here they rest and, one hopes, find some sort of peace. Sometimes, however, a spirit stone is grafted to the robotic body of a Wraithguard or Eldar Dreadnought, imbuing its artificial form with a living intellect. The horror of such a fate is difficult to imagine, dooming the recipient, as it does, to an eternal shadow-life trapped in a shell of cold unfeeling steel. These spirit-warriors defend their craftworld and are much revered by their mortal counter-parts... yet I cannot help but think that such honour is little reward for so great a sacrifice.

Extract from "My Time Amongst the Eldar, or How I Visited Iyanden Craftworld and Lived!" by Ieldia Soect



ADDENDUM

Extract from Imperium training document file Eld/465/version 2c
The information contained herein is intended as a field reference guide only.
For more detailed information and reports on Eldar weapons and known technology see files 729585 – 944407.



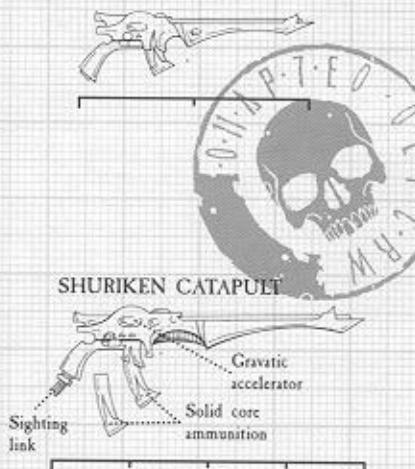
The Eldar are famed for their shuriken weapons. These range in size from the shuriken pistol up to the shuriken cannon, and all work on a similar principle. The ammunition is stored as a solid core of plasti-crystal material that is forced up from the magazine by a magnetic repulsor. A series of rapid high-energy impulses originate at the rear of the weapon then move it forward at a terrific speed. These impulses detach a monomolecular slice of the ammunition core and hurl it from the weapon's barrel, while the ammunition core is kept in the line of the firing impulse by the magnetic repulsor. This allows the weapon to fire up to a hundred rounds of ammunition in a burst of one or two seconds, and each ammunition core is good for ten or more bursts of fire before it needs replacing. The downside of this firing mechanism is its lack of rifling on the barrel, which drastically reduces its accuracy, keeping the weapon's effective range below that of standard solid ammunition weapons of similar size.

Eldar laser weapons appear to function in a similar way to our own, using highly focused light beams to cause traumatic temperature change on impact with the target. However, they have far more efficient power generation and transmission systems, using artificially grown crystals to filter and refine the laser bursts to their optimum power and potency. This has given rise to such weapons as the bright lance, scatter laser, lasblaster and prism cannon.

The bright lance's highly charged energy bolts are much more accurate than those of an Imperial issue lascannon, making armour under a certain thickness redundant. The scatter laser and lasblaster use crystalline power cells to store up a charge of laser energy and then fire them in a concentrated burst, much like our own multi-lasers but in a far more energy-efficient manner. The prism cannon uses a two-stage firing process, with a medium magnitude laser charge fed into a crystal prism which greatly amplifies the shot in a fraction of a second, whilst dispersing the energy burst to target a wider area.

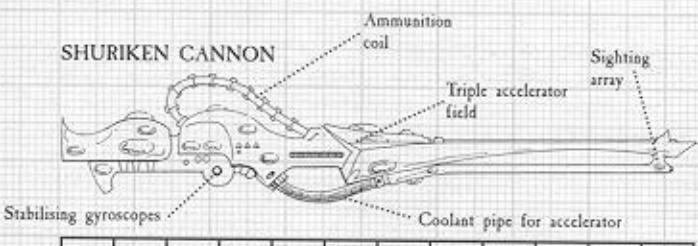
SHURIKEN PISTOL

[Darius Variant]



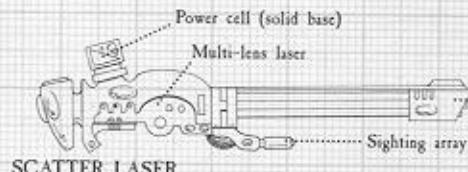
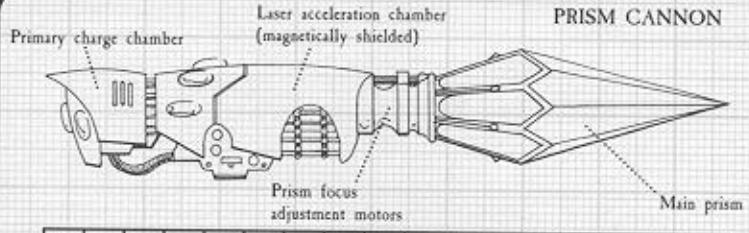
Eldar shuriken ammunition recovered from battlefields of the Darian Conflict.

There are a wide variety of shuriken patterns used by the Eldar. We are unable to ascertain whether varieties in shape and design are based upon ballistic grounds (for longer ranges, better armour piercing effect, etc) or just for aesthetic purposes.

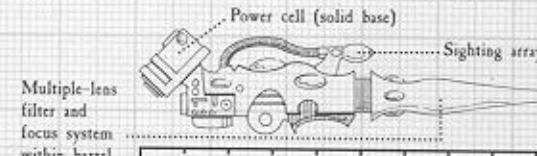


In war victory is one part planning and nine parts faith.

PRISM CANNON

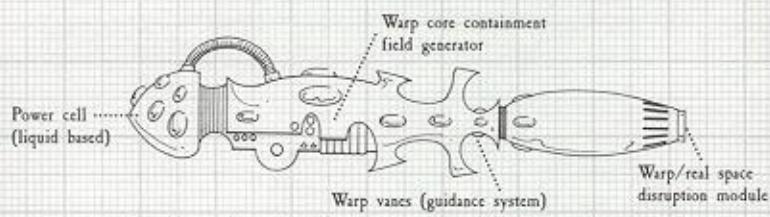


*Knowledge is Power
Guard it well.*

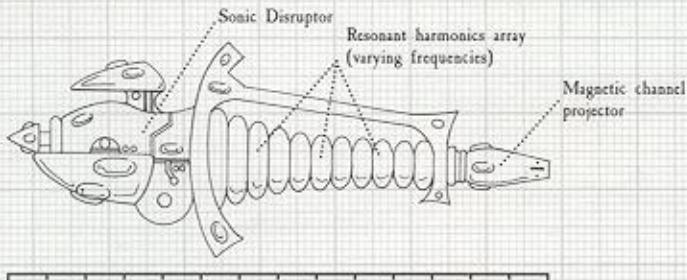


*Knowledge is Power
Guard it well.*

DISTORT CANNON



VIBRO CANNON

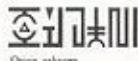


WEAPON ICONOGRAPHY

Common Weapon Icons



The meaning of many of these symbols is unknown to the Emperor's servants. Perhaps they form some badge of ownership or are a record of the warrior's history much like our own troops' kill markings.



Location: Teris System



Inscription from Battle of Rassur

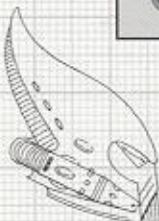


"BANSHEE MASK"

Psychosonic amplifier
(Howling Banshee Aspect Warriors)

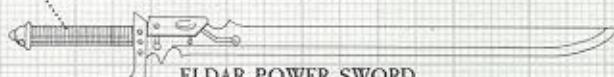
"Vile, unnatural witchcraft pervades all elements of the Eldar – their minds, their culture and technology."

Confessor Barbius



"MANDIBLASTER"
Needle conductive laser discharge unit
(Striking Scorpions Aspect Warriors)

Genetic detector in grip prevents use when captured



ELDAR POWER SWORD
(Crystalline power circuitry within blade itself)

Although shuriken and laser technology form the bulk of the Eldar arsenal, they employ a number of large support weapons that use very sophisticated technologies. Most common of these are the Distort cannon, Shadow Weaver and vibro cannon.

The Distort cannon uses a warp engine to collapse an area of real space, effectively creating a miniature warp hole. If the target is not wholly swept into warp space, it is most usually torn to pieces by the complex gravitational forces employed. Luckily, the D-cannon is relatively short-ranged and inaccurate by Eldar standards.

The Shadow Weaver creates a dense monofilament mesh from an as yet unidentified organo-polymer compound. This compound is kept in a liquid state within a magnetic reservoir, and when released through the thousands of microscopic firing ducts is woven into a web-like cloud by spinning gravity clamps. The clouds are forced high into the air before they drift down, making them ideal for disrupting an attack and causing the Eldar's enemies to seek shelter.

The vibro cannon contains a sonic field generator that creates a rapidly scaling wave of sonic energy ranging from ultrasound to hypersonic frequencies. This wave is directed along a magnetic tunnel, and when it hits, the resulting resonant frequencies shake the target apart. This is most evident when two or more vibro-cannons cross their sonic beams, causing tremendously powerful disparate energy waves which can damage even the toughest target.

Like all wargear of the Eldar, their close combat weapons are highly advanced and well crafted. As with most races, they make wide use of mono-molecular edged blades and disruption powerfields. However, there are also numerous other devices designed to overcome the foe in hand-to-hand fighting. Perhaps the most fearsome is the Banshee Mask, which contains complex circuitry designed to amplify the Howling Banshee's war cries into a psychic shockwave which obliterates the nervous system and scrambles the brain's neural pathways, rendering the victim incapable for a few seconds, or causing death in extreme cases.

The Striking Scorpions' so-called mandiblaster is another example of exotic wargear. Triggered by a psychic pick-up in the helmet, the mandiblaster fires a hail of needles at the foe which act as a conductor for a short-ranged but powerful laser 'sting'. Comparisons have been drawn between the mandiblaster and the Tormentor Helm of certain Eldar pirates, which utilises a similar mechanism.

To gain greater understanding of the Eldar mind, one must begin to understand their language. It is a highly evolved system of communication, developed over many tens of thousands of years. The Eldar have many tongues and dialects, some specific to craftworlds and castes within their social structure, others more widespread. It must be noted that words can appear in many different sources and languages, and yet have widely different meanings in each occurrence. This is because many Eldar words carry a range of connotations and references to the Eldar myth cycles. Thus, the name given to their most prevalent war engine, Faolchú, is most readily translated as 'Falcon'. However, Faolchú is not just any bird of prey, but is in fact the legendary Falcon of Eldar myth. It is a word that is replete with implications of vengeance and retribution, of justice and the slaying of wrongdoers. In this way Faolchú appears in many texts and is wrongly translated as meaning the warcraft of the same name, rather than the concept of revenge. Similarly, murehk, the name given to the shuriken pistol, means 'Sting of the wasp', another mythical creature which was said to plague the gods throughout the war in Heaven.

The term normally translated as human, "mon-keigh", can actually be found in stories dating thousands of years before the first contact between humans and Eldar, and refers to a race of sub-intelligent beasts that lived in the twilight realm of Koldo. These beasts invaded the Eldar lands and subjugated them for many years. The mon-keigh of legend were cannibalistic, misshapen monstrosities, eventually cleansed from the galaxy by the hero Elronhir. It can thus be surmised that the word mon-keigh refers to any non-Eldar species the Eldar deem inferior, in need of extermination.

It is almost impossible for an outsider to understand anything but the most basic attributes of the Eldar

language, as many of its references draw directly upon the Eldar psyche, mythical peoples and places, and long-lost times and events. For example, rhiatha means, at the fundamental level, 'starlight'. However, a full translation would read more like 'the starlight which shines upon the waters of Rhidhol during the winter'. Without knowing where Rhidhol is, or even if it is a real or mythical place, the full meaning is impossible to ascertain.

Things become even more convoluted when these words are placed within a sentence - 'Elthir corannir rhiatha en' is translated literally as 'the Eldar maiden who weeps tears for the warrior-folk in the starlight which shines upon the waters of Rhidhol during the winter'. In our own rather basic terms, the phrase would translate as 'widow' or 'mourner', but in the Eldar tongue it is a much deeper expression of grief and loss, with implications of eternal woe and heartache.

Personal names are of two types - titles of rank and purpose or inherited names from the ancient tales. The first of these may also include references to the individual's prowess and temperament. Many Eldar have a ceremonial name and a common name. Warriors often have a third, a battle name. Times and circumstances when different names are used is a matter of old customs - to use a common name at the wrong moment would be a great insult, while to refer to a person by their ceremonial name at the wrong time is seen as fussy and aloof.

Ceremonial names often grow longer with age, as achievements and abilities grow. The learned Eldar who was kind enough to educate me in these matters was called Alai-Eltanomorreisalonethatil - Alai (of the Alaitoc craftworld) - Eltano (his birth name) - mor (the wise) - reia (rising star) - salo (the teacher) - nethatil (family name ending). During common conversation he is called

Elhil (simply a contraction of his birth-name and family name). The second type of name is most often used by the warriors, and is handed down from generation to generation, from the time of legends. The Exarchs have the names of great warriors from myth and each successive Exarch who wears the sacred armour takes on that name, forgetting their past life.

The Eldar written language is similarly complex. Each rune is not a simple letter form like our own written Gothic, but is a symbol of a concept, much as many words in the language are more than just description. Even more strangely, many of these word-concepts, while being pronounced the same, have a subtly different meaning when committed to writing. It is an area that I am barely conversant with, and do not truly understand myself. It has taken myself and my one hundred and six predecessors this long to even grasp the most basic ideas behind the spoken tongue, and it will be many more centuries of study by myself and my successors before we can ever claim to truly understand these enigmatic aliens.

Report of Lexicos Aldus Mari, last diplomatic envoy to the Alaitoc Craftworld, relations ceased due to outbreak of Beelze Conflict [453.M36]

Inquisition Authorisation:
Essential use only
Subject: Eldar language
File Status: Pending completion
Future project authorisation:
Subject to Inquisitorial control

