

Designers notes.

This list is an attempt to capture the essence of Eldar Exodites, as described in the GW background (Mostly taken from W40k 2nd edition).

The intention is to create an army for Eldar fans that isn't comprised of the standard units (Grav Tanks, Aspects, Titans etc.), and offers a completely different way of playing. The army is built around dinosaur type creatures collectively known as Carnosaurs (generally 2 legged carnivores) and Megadons (generally 4 legged herbivores). These creatures act differently to tanks, and are often slower and more susceptible to weapons of all kinds than their metal counterparts. Megadons in particular scare easily and I have represented this in the 'Megadon' special rule. I have tried to balance this out by making them cheaper in some cases than the equivalent Craftworld tanks, and giving them increased CC values to represent their deadly claws, teeth, horns, etc. They have also exchanged the 'Skimmer' ability for 'Walker'. This allows them to move relatively safely through terrain and also allows the smaller creatures to use Wraithgates, which compensates for their slow movement. I have omitted any transport capacity for all Megadons as I feel the Exodites would most likely walk or ride a dragon, especially given their slow movement. This also removes reservations I had over whether Megadons could transport Megadons (or other creatures).

I have compensated for a lack of transports by allowing the Exodites to take two Wraithgates if desired, and by giving many units 'Scout'. This allows the Exodite player to start with excellent map control by garrisoning troops around objects (note I have removed the usual Eldar 'May Not Garrison' rule), and this simulates an Exodite force defending a Maiden World. 'Scout' feels like a natural Exodite trait, since they must be beating paths through jungles and trekking across plains regularly.

In addition to the Carnosaurs and Megadons, there are a number of mounted and non-mounted troops available. Pteradon Riders and Dragon Riders are core Exodite units in my mind because they were represented by GW's own miniatures. Desert Creature Tamers and Jungle creature tamers add tactical diversity in an otherwise overwhelmingly mounted army.

I have tried to keep all unit names ambiguous so that players can use whatever models they choose. Since GW Exodites are rare as hen's teeth, it's unlikely that anyone could field a whole army of them. My idea is to have basic unit types (e.g. small, medium, large, giant Megadons), and let players find proxies they feel fit. This applies to the newly created units too. Don't want your Desert Creature Tamers to be herding giant scorpions? Use something else. (I went with these because they follow the prehistoric theme quite well ☺)

One of the most iconic Exodite Megadons featured in the original GW artwork but was never available as a miniature – the Brontosaurus type. I was keen to include this as a Titan type unit, and following the theme of making it more susceptible to weapons than a similar sized titan. Flesh is never going to be as strong as steel, Wraithbone, etc. I reduced the damage capacity, removed 'Fearless' and gave it 'Megadon'. This is balanced out by making it cheaper while retaining a good offensive capability.

Knights have been included as they have been associated with Exodites since GW wrote the first background fluff. I have put them in the support section, as I don't want this to become a Knight list. I have taken the stats from the Fir Iolarian Titan Clan List.

Harlequins have also been included as they are known to support Exodite worlds. I'm all for diversity, and these units are really interesting. I have taken the stats from Moscovian's draft Harlequin list.

Craftworld support comes in the form of Nightwing Interceptors, Phoenix Bombers, and spacecraft. To me this feels realistic (think present day Libya – air support for the rebels!!) and keeps the focus on the Exodites.

Special Rule: Farsight

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

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

Special Rule: Hit & Run Tactics

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

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

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

Special Rule: Eldar Technology

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

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

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

Webway Portals: Webway portals are used by the Eldar to safely travel through the Warp. Each webway portal included in the army allows the Eldar player to pick up to three other formations, and keep them back in the Webway. Any formation's that are kept in the Webway may enter play via the Webway Portal, by taking an action that allows them to make a move, and then measuring their first move from the position that a webway portal occupies on the tabletop. Note that the formation may appear through any portal, not just the one that was 'used' to allow the formation to be kept off-board. No more than one formation may travel through each webway portal each turn. In the GT scenario reserve formations with multiple deployment options must be designated as to deployment method during setup – webway, air transport or teleport.

Special Rule: Megadon

The Exodites rely heavily on Carnosaurs and Megadons to assault the enemy and bring powerful weapons to the battlefield. Although Carnosaurs (small and mighty) are natural predators, Megadons are not. They can be coerced into battle, but the noise of explosions, weapons firing and shells landing is highly unsettling for them. Even though they are ridden by brave warriors for whom aggressive defence is a way of life, a rider may find himself unable to persuade the Megadon to carry out his planned manoeuvres. This characteristic is reflected in the following special rule.

An Exodite formation that includes Megadons receives a -2 modifier to any initiative tests it takes if it has more than one blast marker.

Special Rule: World Spirit

The Exodites fight fiercely to protect their worlds for without them, they have nothing. Their way of life allows them to forge a special bond with world around them. They are in tune with their surroundings and they are masters of stealth and camouflage. They tread with light feet and leave no trace of their movement. This characteristic is reflected in the following special rule.

All Exodite formations comprised of Infantry, Light Vehicles and Armoured Vehicles located in woods or jungles receive a -2 to hit modifier. Normal cover saves apply.

EXODITE MAIDEN WORLD ARMY LIST

Exodite armies have a strategy rating of 4. Massive Creatures and Harlequins have an initiative rating of 1+. All other Exodite formations have an initiative rating of 2+.

EXODITE MAIDEN WORLD INDIVIDUALS

TYPE	FORMATION	NOTES	COST
0-2 Wraithgates	The Eldar player may choose to replace up to two of the Objective markers in his half of the table with Wraithgates at a cost of 50 points each.	The Wraithgate functions both as a Webway portal and as an objective for rules purposes. It may not be attacked or destroyed. Important Note: <i>Wraithgates are one of the smallest types of Webway portal, and may only be used by formations made up exclusively of infantry, light vehicles, and armoured vehicle units that have the Walker ability; formations that include any other type of unit may not use a Wraithgate to enter play.</i>	50
0-1 Exodite Lord	You may add an Exodite Lord Character to any Dragon Rider stand for +100 points.	If an Exodite Lord is taken then he counts as one of the Exodite Nobles in the Dragon Rider formation (see the entry for the Dragon Rider Warhosts below).	100

EXODITE MAIDEN WORLD HOSTS

TYPE	FORMATION	EXTRAS	COST
Dragon Rider Warhost	Eight dragon rider units chosen from the following list: Dragon Riders, Pteradon Riders.	The formation may include up to 2 Exodite Noble character upgrades for +25 points each.	300
Creature Tamer Warhost	Eight creature tamer units chosen from the following list: Desert Tamers, Jungle Tamers.	The formation may include up to 2 Exodite Noble character upgrades for +25 points each.	300
Exodite Warrior Warhost	An Exodite Warrior Warhost consists of one Farseer unit and seven Warrior units.	Up to three Guardians may be replaced with Megadon Mounted Heavy Weapons at no additional cost in points. In addition the formation may include 3 Megadon Mounted Heavy Weapons for +50 points.	150

EXODITE MAIDEN WORLD TROUPES

FORMATION	NOTES	COST
The army may include up to three troupes chosen from the following list for each Dragon Rider, Creature Tamer, or Warrior Warhost in the army.	Ranger Troupe: From four to eight Eldar Rangers for +25 points each. War Walker Troupe: Six Eldar War Walkers for 200 points. Raptor Rider Troupe: Six Raptor Riders for 200 points. Any number of Raptors can be replaced with Wraithskulls at no additional cost. Megadons Troupe: Five Megadons for 200 points. Up to two Megadons may be replaced with Skywatcher Megadons at no additional cost. Megadon Guard Troupe: Three Exodite Heavy Weapon Megadons for 200 points. Sacred Megadon Troupe: Up to three Maiden Sword or Maiden Spirit Megadons (or any combination of these) for 200 points each.	Varies

CRAFTWOLD SUPPORT, ALLIES & MASSIVE CREATURES

FORMATION	NOTES	COST
Up to a third of the armies points may be spent on units chosen from the following list.	0-1 Eldar spacecraft: One Wraithship for 150 points, or one Dragonship for 300 points. Giant Megadon: One Giant Megadon for 600 points. Giant Carnosaur: One Giant Carnosaur for 350 points. Nightwings: Three Nightwing Interceptors for 300 points. Phoenix Bombers: Three Phoenix Bombers for 400 points. Harlequin Troupe: From four to eight Harlequin units for 50 points each. Eldar Knights: Three Fire Gales or Towering Destroyers in any combination for 300 points. Any number of units may be exchanged for Bright Stallions for +25 points each.	Varies

EXODITE LORD



EXODITE LORD				
Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Mount's claws, teeth, etc.	(Base Contact)	Assault Weapons	Macro-Weapon, Extra Attack (+1) Extra Attack (+1)	
Exodite Sacred Weapon	(15cm)	Small Arms		
Notes: <i>Inspiring, Reinforced armour, Invulnerable Save, Supreme Commander. An Exodite Lord can be represented by any unit that includes an Exodite Noble model.</i>				

EXODITE NOBLE



EXODITE NOBLE				
Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Exodite Noble Close Combat Weapon	(Base Contact)	Assault Weapons	Extra Attack (+1)	
OR Exodite Noble Ranged Weapon		Small Arms	Extra Attack (+1)	
Notes: All Exodite Nobles are Inspiring.				

FARSEER



FARSEER				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	4+	5+
Weapon	Range	Firepower	Notes	
Shuriken Pistols	(15cm)	Small Arms	Macro-Weapon, Extra Attacks (+1)	
Witch Blades	(Base Contact)	Assault Weapons		
Notes: <i>Commander, Invulnerable Save, Farsight.</i>				

EXODITE WARRIORS



EXODITE WARRIORS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	none	6+	4+
Weapon	Range	Firepower	Notes	
Shuriken Catapults	(15cm)	Small Arms	-	
Notes: <i>Scouts.</i>				

MEGADON MOUNTED HEAVY WEAPONS



MEGADON MOUNTED SCATTER LASER				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	none	6+	5+
Weapon	Range	Firepower	Notes	
Scatter Laser	30cm	AP5+/AT5+	-	
Notes: <i>Megadon.</i>				
MEGADON MOUNTED D-CANNON				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	None	6+	6+
Weapon	Range	Firepower	Notes	
D-Cannon	30cm	MW5+		
Notes: <i>Megadon.</i>				

RAPTOR RIDERS



RAPTOR RIDERS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	30cm	5+	4+	5+
Weapon	Range	Firepower	Notes	
Shuriken Catapults	(15cm)	Small Arms	-	
Notes: Scouts, Mounted, Walker.				

WRAITHSKULL



WRAITHSKULL				
Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	30cm	4+	5+	4+
Weapon	Range	Firepower	Notes	
Scatter Laser	30cm	AP5+/AT5+	-	
Notes: Scout, Mounted, Walker.				

RANGERS



RANGERS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Shuriken Pistols	(15cm)	Small Arms	-	
Long Rifles	30cm	AP5+	-	
Notes: Scouts, Snipers.				

WAR WALKER



WAR WALKER				
Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	20cm	6+	5+	5+
Weapon	Range	Firepower	Notes	
Scatter Laser	30cm	AP5+/AT5+	-	
Bright Lance	30cm	AT5+	Lance	
Notes: Walker, Scout, Reinforced Armour.				

DRAGON RIDERS



DRAGON RIDERS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	30cm	4+	3+	6+
Weapon	Range	Firepower	Notes	
Power Lances	(Base Contact)	Assault Weapons	Lance	
Notes: <i>Mounted, Walker.</i>				

PTERADON RIDERS



PTERADON RIDERS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	35cm	5+	5+	4+
Weapon	Range	Firepower	Notes	
Lasblasters	(15cm)	Small Arms	-	
Notes: <i>Scouts, Skimmers, Teleport.</i> The teleport ability represents the Pteradon Riders ability to swoop onto the battlefield from the sky.				

DESERT CREATURE TAMERS



DESERT CREATURE TAMERS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	4+	5+
Weapon	Range	Firepower	Notes	
Shuriken Pistols	(15cm)	Small Arms	-	
Claws, Teeth, etc.	(Base Contact)	Assault Weapons	Extra Attacks (+1)	
Notes: <i>Infiltrators.</i>				

JUNGLE CREATURE TAMERS



JUNGLE CREATURE TAMERS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	3+	5+
Weapon	Range	Firepower	Notes	
Shuriken Pistols	(15cm)	Small Arms	First Strike	
Claws, Teeth, etc.	(Base Contact)	Assault Weapons		
Notes:				

MEGADON



MEGADON				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	5+	4+	4+
Weapon	Range	Firepower	Notes	
Pulse Laser	45cm	AT4+	Pulse	
Scatter Laser	30cm	AP5+/AT5+	-	
Notes: Walker, Megadon.				

HEAVY WEAPON MEGADON



HEAVY WEAPON MEGADON				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	5+	4+	5+
Weapon	Range	Firepower	Notes	
Crystal Cannon	75cm	AP4+/AT4+/AA5+	Lance	
Notes: Walker, Megadon.				

SKYWATCHER MEGADON



SKYWATCHER MEGADON				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	5+	4+	4+
Weapon	Range	Firepower	Notes	
Skywatcher Battery	45cm	AP5+/AT5+/AA4+	Pulse	
Notes: Walker, Megadon.				

MAIDEN SWORD MEGADON



MAIDEN SWORD MEGADON				
Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	5+	4+	5+
Weapon	Range	Firepower	Notes	
Maiden Sword Pulsar	60cm	MW2+	Pulse	
Critical Hit Effect: The Megadon roars in pain as one of its vital organs is pierced. It tramples 2D6cm in a random direction before its legs give out and it dies. Any units in the path of the Megadon suffer a hit that counts as having been inflicted by a macro-weapon.				
Notes: <i>Walker, Megadon, Damage Capacity 3, Reinforced Armour.</i>				

MAIDEN SPIRIT MEGADON



MAIDEN SPIRIT MEGADON				
Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	5+	4+	5+
Weapon	Range	Firepower	Notes	
Warpstorm D-Cannon	30cm	3BP	Ignore Cover, Titan Killer (D3+1), FxFArc	
Critical Hit Effect: The Megadon roars in pain as one of its vital organs is pierced. It tramples 2D6cm in a random direction before its legs give out and it dies. Any units in the path of the Megadon suffer a hit that counts as having been inflicted by a macro-weapon.				
Notes: <i>Walker, Megadon, Damage Capacity 3, Reinforced Armour.</i>				

NIGHTWING INTERCEPTOR



NIGHTWING INTERCEPTOR				
Type	Speed	Armour	Close Combat	Firefight
Aircraft	Fighter	4+	n/a	n/a
Weapon	Range	Firepower	Notes	
Twin Shuriken Cannons Bright Lances	30cm	AP4+/AA5+	Fixed Forward Arc	
	30cm	AT4+/AA5+	Lance, Fixed Forward Arc	
Notes:				

PHOENIX BOMBER



PHOENIX BOMBER				
Type	Speed	Armour	Close Combat	Firefight
Aircraft	Fighter Bomber	5+	n/a	n/a
Weapon	Range	Firepower	Notes	
Twin Shuriken Cannons	30cm	AP4+/AA5+	Fixed Forward Arc Pulse, Fixed Forward Arc Disrupt, Fixed Forward Arc	
Phoenix Pulse Laser	45cm	AT4+		
Night Spinners	15cm	1BP		
Notes: <i>Reinforced Armour.</i>				

GIANT CARNOSAUR



GIANT CARNOSAUR				
Type	Speed	Armour	Close Combat	Firefight
War Engine	25cm	5+	3+	4+
Weapon	Range	Firepower	Notes	
2x Pulse Lasers	45cm	MW3+	Pulse	
Claws, Teeth, etc.	(Base Contact)	Assault Weapons	Macro-Weapon, Extra Attacks (+2)	
Critical Hit Effect: The Holofield projector mounted in the Carnosaur's wing is badly damaged and will no longer work. The Carnosaur loses its holofield save for the rest of the battle. Any further critical hits will destroy the Carnosaur.				
Notes: <i>Holofield, Damage capacity3, Walker, Fearless. The Carnosaur's weapons may fire all round due to exceptional mobility.</i>				

GIANT MEGADON



GIANT MEGADON				
Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	5+	3+	3+
Weapon	Range	Firepower	Notes	
2x Missile Launcher	45cm	AP4+/AT5+/AA5+	- Titan Killer (1), Pulse Sniper Extra Attacks (+2)	
2x Pulsar	75cm	MW3+		
Snipers	30cm	AP5+		
Exodite Warriors	(15cm)	Small Arms		
Critical Hit Effect: The Holofield projector mounted in the Megadon's wing is badly damaged and will no longer work. The Megadon loses its Holofield save for the rest of the battle. Any further critical hits will cause an additional point of damage.				
Notes: Holofield, Damage capacity 5, Walker, Reinforced Armour, Megadon. The Megadon's weapons may fire all round due to exceptional mobility.				

HARLEQUINS

HARLEQUINS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	3+	5+
Weapon	Range	Firepower	Notes	
Riverblades Shrieker Cannon	(Base Contact) (15cm)	Assault Weapons Small Arms	Extra Attacks (+1), First Strike	
Notes: Reinforced Armour, Infiltrate, Teleport.				

ELDAR WRAITHSHIP

ELDAR WRAITHSHIP				
Type	Speed	Armour	Close Combat	Firefight
Spacecraft	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Orbital Bombardment OR Pin-Point Attack	n/a n/a	4BP MW2+	Macro-Weapon Titan Killer (D3)	
Notes: You must decide which weapon system the Wraithship will have at the start of the battle, when you record the turn it will arrive on. Write down the weapons system to be used alongside the turn of arrival.				

ELDAR DRAGONSHIP

ELDAR DRAGONSHIP				
Type	Speed	Armour	Close Combat	Firefight
Spacecraft	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Orbital Bombardment OR 2x Pin-Point Attack	n/a n/a	8BP MW2+	Macro-Weapon Titan Killer (D3)	
Notes: You must decide which weapon system the Dragonship will have at the start of the battle, when you record the turn it will arrive on. Write down the weapons system to be used alongside the turn of arrival.				

BRIGHT STALLION

BRIGHT STALLION				
Type	Speed	Armour	Close Combat	Firefight
War Engine	30cm	5+	4+	5+
Weapon	Range	Firepower	Notes	
Stallion Lasers	45cm (15cm)	2xMW4+ (Small Arms)	Macro-Weapon Extra Attacks (+1)	
Hooves	(Base Contact)	(Assault Weapons)	Extra Attacks (+1)	
Critical Hit Effect: The Bright Stallion staggers D6cm in a random direction and collapses, destroyed. Any units struck by the falling Knight suffer a hit.				
Notes: <i>Damage Capacity 2, Reinforced Armour, Walker.</i>				

FIRE GALE

FIRE GALE				
Type	Speed	Armour	Close Combat	Firefight
War Engine	25cm	5+	5+	4+
Weapon	Range	Firepower	Notes	
Fire Lance	30cm	MW4+	Titan Killer (3 -1 per 15cm from target)	
Critical Hit Effect: The Fire Gale staggers D6cm in a random direction and collapses, destroyed. Any units struck by the falling Knight suffer a hit.				
Notes: <i>Damage Capacity 2, Reinforced Armour, Walker.</i>				

TOWERING DESTROYER

TOWERING DESTROYER				
Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	5+	4+	5+
Weapon	Range	Firepower	Notes	
Destroyer Cannon	30cm	2xAP4+	Macro-Weapon	
Destroyer Laser	45cm (15cm)	2xAT4+ Small Arms	Extra Attacks (+1)	
Destroyer Sabres	(Base Contact)	(Assault Weapons)	Extra Attacks (+2)	
Critical Hit Effect: The Towering Destroyer staggers D6cm in a random direction and collapses, destroyed. Any units struck by the falling Knight suffer a hit.				
Notes: <i>Damage Capacity 2, Reinforced Armour, Walker.</i>				