

ELDAR ULTHWÉ CRAFTWORLD ARMY LIST ARMY LIST

Forces

The Eldar Ulthwé Craftworld Army List Army List uses the datasheets from the Eldar Forces section.

Using the Army List

Eldar Ulthwé Craftworld formations come in three types; the first two are warhost and troupe formations. Each warhost you include in the army allows you to field any three troupe formations. Although you can only take a troupe formation if you first take a warhost, they are treated as separate independent formations during a battle and do not have to move around together. The third type of formation are Ulthwé Craftworld Spacecraft, Aircraft & Titan formations. A maximum of up to a third of the points available to the army may be spent on these formations.

Finally, Ulthwé Craftworld Individuals includes special characters, formations and objective options. Each individual may only be taken once by the army. The rules for using each individual are listed in the “Notes” column.

The army list includes the following information:

Formation: The name of the formation.

Units: The core units that make up the formation.

Extras: An Eldar formation may include any of the extra units listed in the “Extras” column. You may include any number of extra units in a formation unless it is specifically noted otherwise. All of the core and extra units in a formation count as being part of one formation. The different units may not move off on their own.

Cost: The points value of the formation.

Special Rules

The *Hit & Run Tactics* rule applies to all Eldar formations (see *Hit & Run Tactics*). Additionally, certain units and weapons have special abilities described in *Farsight* (see *Farsight*) and *Eldar Technology* (see *Eldar Technology*).

SPECIAL RULE

May Not Garrison

The Eldar are a highly mobile army, and rarely have enough forces to try to take and hold ground. Because of this, instead of maintaining a heavily garrisoned front line, they will usually rely on a screen of Rangers and War Walkers to warn of the approach of any enemy forces. Meanwhile the bulk of the highly mobile Eldar army will be held back in reserve, where it will be ready to move quickly to any threatened sector. This tactic allows the Eldar to hold large areas of ground with relatively few troops.

To represent these tactics, only Eldar Rangers and War Walkers are allowed to garrison objectives in the Epic tournament game scenario.

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Eldar Ulthwé Craftworld armies have a **strategy rating of 4**. Avatar, Aspect Warrior, Phantom, Revenants and Warlock formations have an initiative rating of 1+. **Black Guardian Warhosts have an initiative rating of 1+ as long as BOTH Farseer/Seer Council units are alive and NOT off table. Under all other circumstances they have an initiative rating of 2+**. All other formations have an initiative rating of 2+.

ULTHWÉ CRAFTWORLD INDIVIDUALS

(Up to one of each type of individual may be taken per army.)

| TYPE | NOTES | COST |
|--|--|------------|
| 0–1 Avatar accompanied by a Spear of Khaine character. | In Grand Tournament games the Avatar must start off the table. At the start of any turn (including the first) it may be set up on the table within 15cms of a Farseer or Ulthwé Seer Council. In the End Phase of the turn the Avatar returns to the Webway and is removed from play. Once the Avatar has left it may not return. | Free |
| 0–1 Wraithgate | At the start of the game nominate objective/s on your half of the table as a Wraithgate before setting up spacecraft and garrisons. The Wraithgate functions both as a <i>Webway Portal</i> and as an objective for the rules purposes. It may not be destroyed. Only formations consisting completely of infantry units, light vehicle units or armoured vehicles units with the Walker ability may use the Wraithgate to enter play. | +50 points |

ULTHWÉ CRAFTWORLD WARHOSTS

| FORMATION | UNITS | EXTRAS | COST |
|------------------------|---|--|------------|
| Black Guardian Warhost | Two Farseer units and six Guardian units. Up to three Guardians may be replaced with Heavy Weapon Platforms. | Add between two and three Eldar Wraithguard units for +50 points each Add three Eldar Wraithlords units +175 points Add Three Support Weapon Platforms for +50 points Add four Wave Serpents to a formation consisting of only Farseer, Guardians, Heavy Weapon Platform or Seer Council units for +200 Replace one Farseer with Seer Council for +100, one per army | 200 points |

ULTHWÉ CRAFTWORLD TROUPES

*(Each warhost you include in the army allows you to field any **two** troupes.)*

| FORMATION | UNITS | EXTRAS | COST |
|-----------------------|---|---|------------|
| Engines of Vaul | Any one of the following units: Cobra, Scorpion, Storm Serpent | Add up to any two of the following units for +250 points each: Cobra, Scorpion, Storm Serpent | 250 points |
| Night Spinner | Three Night Spinners | None | 175 points |
| Ranger | Four Rangers | Add up to four Ranger units for +25 points each | 100 points |
| Swords of Vaul | Five Falcons | Add up to one Falcon for +50 points Replace any number of Falcons with an equal number of Fire Prisms for +15 points each Replace up to two Falcons with an equal number of Firestorms for free | 250 points |
| Aspect Warrior Troupe | Four of the following, in any combination (Dire Avengers, Striking Scorpions, Howling Banshees, Fire Dragons, Warp Spiders, Dark Reapers, Swooping Hawks, Shining Spears) | All units apart from Shining Spears, Swooping Hawks and Warp Spiders may be transported in Wave Serpents and/or Falcons if desired. If you choose to take this option then you must take exactly enough transport vehicles to carry the units that require transport, without any spare transport spaces being left over. Each Falcon or Wave Serpent taken costs +50 points. In addition the troupe may include up to one Exarch character upgrade for +25 points. | 175 points |
| War Walker | Four War Walkers | Add up to two War Walkers for +25 points each | 150 points |
| Windrider | Any six of the following units: Jetbikes, Vyper | None | 200 points |

ULTHWÉ CRAFTWORLD SPACECRAFT, AIRCRAFT & TITANS

(Up to a third of the points available may be spent on these formations.)

| FORMATION | UNITS | COST |
|----------------|---------------------------------|--|
| Nightwings | Three Nightwing Interceptors | 300 points |
| Phantom | One Phantom Titan | 750 points |
| Phoenix | Three Phoenix Bombers | 325 points |
| Revenants | Two Revenant Titans | 650 points |
| 0–1 Spacecraft | Any one of the following units: | Wraithship 150 points Dragonship 300 points |
| Vampire | One Vampire Raider | 200 points |
| 0–1 Warlock | One Warlock Titan | 850 points |

ELDAR FORCES

| NAME | TYPE | SPEED | ARMOUR | CC | FF | WEAPONS | RANGE | FIREPOWER | NOTES |
|-------------------------|------|-------|--------|-----|-----|---|--|---|---|
| Ulthwé Scer Council | INF | 15cm | 4+ | 4+ | 4+ | Eldar Psychic Powers Witchblades | (15cm) (bc) | Small Arms, MW, EA+1 Assault Weapons, EA(+1), MW | <i>Invulnerable Save, Supreme Commander. Inspiring, Reinforced Armor, Farsight,</i> |
| Spear of Khaine | CH | n/a | n/a | n/a | n/a | Ancient Weapons | (bc) (15cm) | Assault Weapons, EA(+1), MW Small Arms, EA+1 | |
| Exarch | CH | n/a | n/a | n/a | n/a | Swooping Hawk, Warp Spider, Dire Avengers & Dark Reapers ... (small arms) Striking Scorpions..... (bc) Fire Dragons (small arms) Howling Banshees..... (bc) Shining Spears..... (bc) | EA+1 EA+1 MW, EA+1, EA +1, First Strike EA +1, Lance | <i>Inspiring.</i> | |
| Dark Reapers | INF | 15cm | 5+ | 6+ | 3+ | Reaper Missile Launchers | 45cm | 2× AP5+ | |
| Dire Avengers | INF | 15cm | 5+ | 5+ | 4+ | Shuriken Catapults | (15cm) | Small Arms, EA(+1) | |
| Parseer | INF | 15cm | 4+ | 4+ | 5+ | Shuriken Pistols Witch Blades | (15cm) (bc) | Small Arms Assault Weapons, EA(+1), MW | <i>Commander, Farsight, Invulnerable Save.</i> |
| Fire Dragons | INF | 15cm | 5+ | 5+ | 4+ | Fusion Guns | 15cm and (15cm) | MW5+ Small Arms, MW | |
| Guardians | INF | 15cm | - | 6+ | 4+ | Shuriken Catapults | (15cm) | Small Arms | |
| Heavy Weapon Platform | INF | 15cm | - | 6+ | 5+ | Scatter Laser | 30cm | AP5+/AT5+ | |
| Howling Banshees | INF | 15cm | 5+ | 2+ | 5+ | Shuriken Pistols Banshee Masks | (15cm) (bc) | Small Arms Assault Weapons, FS | <i>Infiltrator</i> |
| Jetbikes | INF | 35cm | 5+ | 6+ | 4+ | Twin Shuriken Catapults | (15cm) | Small Arms | <i>Mounted, Skimmer.</i> |
| Rangers | INF | 15cm | 5+ | 6+ | 5+ | Long Rifles | 30cm | AP5+ | <i>Scout, Sniper.</i> |
| Shining Spears | INF | 35cm | 4+ | 4+ | 5+ | Twin Shuriken Catapults Power Lances | (15cm) (bc) | Small Arms Assault Weapons, L | <i>Mounted, Skimmer.</i> |
| Striking Scorpions | INF | 15cm | 4+ | 4+ | 5+ | Shuriken Pistols Mandiblasters | (15cm) (bc) | Small Arms Assault Weapons, EA(+1) | |
| Support Weapon Platform | INF | 15cm | - | 6+ | 6+ | D-Cannon | 30cm | MW5+ | |
| Swooping Hawks | INF | 35cm | 5+ | 5+ | 4+ | Lasblasters | (15cm) | Small Arms | <i>Jump Packs, Scout, Teleport.</i> |
| Warp Spiders | INF | 15cm | 4+ | 5+ | 4+ | Death Spinners | (15cm) | Small Arms | <i>First Strike, Infiltrator, Jump Packs.</i> |
| Wraithguard | INF | 15cm | 4+ | 4+ | 4+ | Wraithcannons | 15cm and (15cm) | 2× MW5+ Small Arms, EA(+1), MW | <i>Fearless, Reinforced Armour.</i> |
| Vyper | LV | 35cm | 4+ | 6+ | 5+ | Scatter Laser | 30cm | AP5+/AT5+ | <i>Skimmer.</i> |
| War Walker | LV | 20cm | 6+ | 5+ | 5+ | Scatter Laser Bright Lance | 30cm 30cm | AP5+/AT5+ AT5+, L | <i>Reinforced Armour, Scout, Walker.</i> |
| Falcon | AV | 35cm | 5+ | 6+ | 4+ | Pulse Laser Scatter Laser | 45cm 30cm | 2× AT4+ AP5+/AT5+ | <i>Skimmer, Transport. May transport one infantry unit (except Support Weapon Platforms and Wraithguard) without Jump Packs or Mounted.</i> |
| Fire Prism | AV | 35cm | 5+ | 6+ | 5+ | Prism Cannon | 60cm | AP4+/AT2+, L | <i>Skimmer.</i> |
| Firestorm | AV | 35cm | 5+ | 6+ | 4+ | Firestorm Battery | 45cm | 2× AP5+/AT5+/AA4+ | <i>Skimmer, Transport. May transport one infantry unit (except Support Weapon Platforms and Wraithguard) without Jump Packs or Mounted.</i> |
| Night Spinner | AV | 35cm | 5+ | 6+ | 5+ | Night Spinner | 45cm | 1BP, D, Ind | <i>Skimmer, Transport. May transport one infantry unit (except Support Weapon Platforms and Wraithguard) without Jump Packs or Mounted.</i> |

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|----------------|----|------|----|----|----|---|---|--|---|
| Wave Serpent | AV | 35cm | 5+ | 6+ | 4+ | Twin Shuriken Cannon | 30cm | AP4+ | Reinforced Armour, Skimmer, Transport. May transport one Wraithguard unit or two infantry units (except Support Weapon Platforms) without Jump Packs or Mounted; Wraithguard count as two units each |
| Wraithlord | AV | 15cm | 4+ | 3+ | 4+ | Bright Lance Power Fists | 30cm (bc) | AT5+, L Assault Weapons, EA(+1), MW | Fearless, Reinforced Armour, Walker. |
| Avatar | WE | 15cm | 3+ | 2+ | 4+ | Wailing Doom | 30cm and (bc) | MW5+ Assault Weapons, EA(+1), MW | Commander, Damage Capacity 3, Fearless, Inspiring, Invulnerable Save, Walker. Critical Hit Effect: The unit is destroyed. All Eldar formations with a unit with a line of fire to the Avatar receive a Blast marker. |
| Cobra | WE | 25cm | 5+ | 6+ | 5+ | Cobra D-Cannon Eldar Missile Launcher Shuriken Cannon | 30cm or 30cm 45cm 30cm | 2BP, FxF, IC, MW MW4+, FxF, IC, TK(D3+1) AP5+/AT6+/AA6+ AP5+ | Damage Capacity 3, Reinforced Armour, Skimmer. The Cobra D-Cannon ignores void shields and power fields. Critical Hit Effect: The unit is destroyed. All units within 5cm suffer a hit on a roll of 6+. |
| Phantom Titan | WE | 25cm | 5+ | 3+ | 3+ | 1–2× Titan Pulsar 0–1× Titan Power Fist 2× Twin Eldar Missile Launcher | 75cm 30cm and (15cm) or (bc) 45cm | 2× MW2+, TK 6× AP4+/AT4+ Small Arms, EA(+3) Assault Weapons, EA(+2), TK(D3) AP4+/AT5+/AA5+ | Damage Capacity 6, Fearless, HoloField, Leader, Reinforced Armour, Walker. Armed with either two Titan Pulsars, or a Titan Pulsar and Power Fist. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit loses the HoloField ability save for the rest of the game. Subsequent critical hits cause an extra point of damage. |
| Revenant Titan | WE | 35cm | 5+ | 4+ | 4+ | 2× Revenant Pulse Laser 2× Eldar Missile Launcher | 45cm 45cm | 2× MW3+ AP5+/AT6+/AA6+ | Damage Capacity 3, Fearless, HoloField, Jump Packs, Walker. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit loses the HoloField ability save for the rest of the game. Subsequent critical hits destroy the unit. |
| Scorpion | WE | 25cm | 5+ | 6+ | 5+ | Scorpion Twin Pulsar Shuriken Cannon | 75cm 30cm | 2× MW2+ AP5+ | Damage Capacity 3, Reinforced Armour, Skimmer. Critical Hit Effect: The unit is destroyed. All units within 5cm suffer a hit on a roll of 6+. |
| Storm Serpent | WE | 25cm | 5+ | 6+ | 4+ | Storm Serpent Pulse Laser Scatter Laser | 45cm 30cm | 2× AT3+ AP5+/AT5+ | Damage Capacity 3, Reinforced Armour, Skimmer, Webway Portal. Only formations consisting completely of infantry units, light vehicle units or armoured vehicles units with the walker ability may use the Storm Serpent's Webway Portal to enter play. Critical Hit Effect: The unit is destroyed. All units within 5cm suffer a hit on a roll of 6+. |
| Void Spinner | WE | 25cm | 5+ | 6+ | 5+ | Void Spinner Array | 60cm | 3BP, D, Ind | Damage Capacity 3, Reinforced Armour, Skimmer. Critical Hit Effect: The unit is destroyed. All units within 5cm suffer a hit on a roll of 6+. |
| Warlock Titan | WE | 25cm | 5+ | 3+ | 3+ | Psychic Lance 0–1× Titan Pulsar 0–1× Titan Power Fist 2× Twin Eldar Missile Launcher | 30cm and (15cm) 75cm 30cm and (15cm) or (bc) 45cm | 3BP, D, IC, TK(D3) Small Arms, EA(+2), TK(D3) 2× MW2+, TK 6× AP4+/AT4+ Small Arms, EA(+3) Assault Weapons, EA(+2), TK(D3) AP4+/AT5+/AA5+ | Damage Capacity 6, Farsight, Fearless, HoloField, Inspiring, Leader, Reinforced Armour, Walker. Armed with a Psychic Lance, and either a Titan Pulsar or Power Fist. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit loses the HoloField ability save for the rest of the game. Subsequent critical hits cause an extra point of damage. |

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|-----------------------|-----------|--------------------|-----|-----|-----|--|----------------------|---|--|
| Nightwing Interceptor | AC | Fighter | 4+ | n/a | n/a | Twin Shuriken Cannon Twin Bright Lance | 30cm 30cm | AP4+/AA5+, FxF AT4+/AA5+, FxF, L | |
| Phoenix Bomber | AC | Fighter- Bomber | 5+ | n/a | n/a | Twin Shuriken Cannon Pulse Laser Night Spinner | 30cm 45cm 15cm | AP4+/AA5+, FxF 2× AT4+, FxF 1BP, FxF, D | <i>Reinforced Armour.</i> |
| Vampire Raider | AC/ WE | Bomber | 5+ | 6+ | 4+ | 2× Pulse Laser Scatter Laser | 45cm 30cm | 2× AT4+, FxF AP5+/AT5+/AA5+, FxF | <i>Damage Capacity 2, Planetsfall, Reinforced Armour, Transport. May transport eight infantry units without Mounted. Critical Hit Effect: The unit and all units on board are destroyed.</i> |
| Dragonship | SC | n/a | n/a | n/a | n/a | 0–1× Orbital Bombardment 0–1× Pin-Point Attacks | n/a n/a | 8BP, MW 2× MW2+, TK(D3) | <i>Transport. May transport twelve Vampire Raiders and the units being carried on them. Armed with either an Orbital Bombardment or Pin-Point Attacks.</i> |
| Wraithship | SC | n/a | n/a | n/a | n/a | 0–1× Orbital Bombardment 0–1× Pin-Point Attack | n/a n/a | 4BP, MW MW2+, TK(D3) | <i>Armed with either an Orbital Bombardment or Pin-Point Attack.</i> |

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 unit with Farsight 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 unit with Farsight, but at least one unit with Farsight 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 unit with Farsight. Once the action has been taken the initiative returns to the opposing player.

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 wins an assault are allowed to move any distance up to their speed value when they consolidate, rather than being limited to a move of 5cm 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:

Holo-field: Eldar Titans are protected by a Holo-field that is projected from special wing-like structures on the Titan's carapace. These fracture the image of the Titan 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 Titan. The overall result is to make the Titan a very hard target to hit! Holo-fields provide Titans with a special 3+ saving throw that can be taken instead of the Titan'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 vehicle with a Holo-field 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 Holo-field save. No Blast markers are placed for hits that are saved by a Holo-field.

Lance: A Lance uses a highly concentrated beam of laser energy to destroy heavily armoured targets. A unit with Reinforced Armour that is hit by a Lance weapon is not allowed to re-roll its saving throw.

Webway Portal: 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 on the Craftworld. Any formation's that are kept on the Craftworld 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 Webway 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 Epic Tournament Game Rules formations in reserve with multiple deployment options must have a designated deployment method during setup (e.g. Webway Portal, air transport or teleport).