

## ELDAR FIR IOLARION ELDAR TITAN CLAN CRAFTWORLD ARMY LIST ARMY LIST<sup>1</sup>

### Forces

The Eldar Fir Iolarion Eldar Titan Clan Craftworld Army List Army List uses the datasheets from the Eldar Forces section.

### Using The Army List

Eldar Fir Iolarion Eldar Titan Clan 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 two 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 Fir Iolarion Eldar Titan Clan support formations. A maximum of up to a third of the points available to the army may be spent on these formations.

Finally, Fir Iolarion Eldar Titan Clan 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*).

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### 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 War Walkers are allowed to garrison objectives in the Epic tournament game scenario.

## Eldar – Fir Iolarion Eldar Titan Clan 4.2.3

### ELDAR FIR IOLARION ELDAR TITAN CLAN CRAFTWORLD ARMY LIST ARMY LIST

The Titan Clan has a Strategy Rating of 4. All Titan Formations have Initiative rating of +1. All other Formations have +2 Initiative rating.

FIR IOLARION ELDAR TITAN CLAN CRAFTWORLD INDIVIDUALS			
(Up to one of each type of individual may be taken per army.)			
TYPE	NOTES		COST
0–1 Wraith gate	At the start of the game nominate one objective on your half of the table as a Wraithgate before setting up spacecraft and garrisons. The Wraithgate functions both as a Webway Portal 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
FIR IOLARION ELDAR TITAN CLAN CRAFTWORLD WARHOSTS			
FORMATION	UNITS	EXTRAS	COST
0-1 Warlock Titan	One Warlock Titan	Bonesinger, 2 Battle Titan Weapons must be chosen	825 points
Phantom Titan	One Phantom Titan	Bonesinger, Titan Exarch, 2 Battle Titan Weapons must be chosen	750 points
Revenant Twins (0-1 per Phantom)	Two Revenant Titans	0-1 Spirit Stones, 1 pair of Scout Titan Weapons must be chosen	650 points
FIR IOLARION ELDAR TITAN CLAN CRAFTWORLD TROUPES			
(Each warhost you include in the army allows you to field any two troupes.)			
FORMATION	UNITS	EXTRAS	COST
Revenant Titan	One Revenant Titan	1 pair of Scout Titan Weapons must be chosen	350 points
Wraithknight Troupe	Three Wraithknights	Each must be armed with 2 Wraithknight Weapons	350 points
War Walker Troupe	Six War Walkers	None	200 points
FIR IOLARION ELDAR TITAN CLAN SUPPORT UNITS			
(up to 1/3 of points maybe spent on support units)			
FORMATION	UNITS	EXTRAS	COST
Titan Clan Air Superiority Squadron	Two Nightwing Interceptors	Add one Nightwing Interceptor for +75 points	225 points
Titan Clan Air Support Squadron	Two Phoenix Bombers	Add one Phoenix Bomber for +100 points	225 points
0–1 Spacecraft	Any one of the following units:	Wraithship Dragonship	150 points 300 points
FIR IOLARION ELDAR TITAN CLAN UPGRADES			
UPGRADES		EFFECTS	COST
0-1 Bonesinger		Invulnerable Save, Supreme Commander	50 points
Titan Exarch		Inspiring	50 points
Spirit Stones		Leader	50 points

ELDAR FORCES									
NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Bonesinger	CH	n/a	n/a	n/a	n/a				<i>Invulnerable Save, Supreme Commander.</i>
Titan Exarch	CH	n/a	n/a	n/a	n/a				<i>Inspiring</i>
Spirit Stones	CH	n/a	n/a	n/a	n/a				<i>Leader</i>
Titan Pulsar	BTW	n/a	n/a	n/a	n/a	Titan Pulsar	75cm	2x MW2+, TK(1)	<b>FREE</b>
Power Fist	BTW	n/a	n/a	n/a	n/a	Power Fist AND OR	30cm (15cm) BC	6x AP4+ /AT4+ Small Arms, EA +3 EA +2, TK (D3)	<b>FREE</b>
0-1 Fusion Lance	BTW	n/a	n/a	n/a	n/a	Fusion Lance	30cm (15cm)	MW2+ TK (D3) Small Arms, EA +1, TK (D6)	<b>+25 POINTS</b>
0-1 Psychic Lance (Warlock Titan Only)	BTW	n/a	n/a	n/a	n/a	Psychic Lance	30cm (15cm)	3 BP, D, IC, TK(D3) Small Arms, EA +2, TK(D3)	<b>+25 POINTS</b>
Titan D-Cannon	BTW	n/a	n/a	n/a	n/a	Titan D-Cannon	45cm 45cm	3BP, IC, MW <b>OR</b> MW4+, IC, TK(D3+2)	<b>FREE</b>
Tremor Cannon	BTW	n/a	n/a	n/a	n/a	Tremor Cannon	60cm	4 BP, D, IC, L	<b>+25 POINTS</b>
Titan Bright Lance	BTW	n/a	n/a	n/a	n/a	Titan Bright Lance	75cm	6x AT3+, L	<b>FREE</b>
Starcannon	BTW	n/a	n/a	n/a	n/a	Starcannon	60cm	6x AP3+ /AT4+	<b>FREE</b>
Sonic Lance Pair	STW	n/a	n/a	n/a	n/a	2x Sonic Lance	45cm	2 BP, D, IC	<b>FREE</b>
Revenant Pulse Laser Pair	STW	n/a	n/a	n/a	n/a	2x Revenant Pulse Laser	45cm	2× MW3+	<b>FREE</b>
Heavy Wraithcannon	WKW	n/a	n/a	n/a	n/a	Heavy Wraithcannon	30cm	MW4+	<b>FREE</b>
0-1 Ghostglave	WKW	n/a	n/a	n/a	n/a	Ghostglave	BC	EA +1, TK (1)	<b>FREE</b>
0-1 Scattershield	WKW	n/a	n/a	n/a	n/a	Scattershield	(15cm)	Small Arms, EA +1	<b>FREE</b> , <i>Unit gains the Invulnerable Save (4+) and Thick Rear Armor special rules</i>

Phantom Titan	WE	25cm	5+	3+	3+	2× Twin Eldar Missile Launcher 2 Battle Titan Weapons (BTW) must be chosen	45cm	AP4+ /AT5+ /AA5+	<i>Damage Capacity 6, Fearless, Holofield, Leader, Reinforced Armour, 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 cause an extra point of damage.</i>
Revenant Titan	WE	35cm	5+	4+	4+	2× Eldar Missile Launcher 1 pair of Scout Titan Weapons (STW) must be chosen	45cm	AP5+ /AT6+ /AA6+	<i>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.</i>
Warlock Titan	WE	25cm	5+	3+	3+	2× Twin Eldar Missile Launcher 2 Battle Titan Weapons (BTW) must be chosen	45cm	AP4+ /AT5+ /AA5+	<i>Damage Capacity 6, Farsight, Fearless, Holofield, Inspiring, Leader, Reinforced Armour, 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 cause an extra point of damage.</i>
Wraithknight	WE	30cm	5+	4+	4+	Scatter Laser 2 Wraithknight Weapons (WKW) must be chosen	30cm	AP5+ /AT5+	<i>Damage Capacity 2, Walker, Fearless, Invulnerable Save (5+) Critical Hit Effect: The unit is destroyed</i>
War Walker	LV	20cm	6+	5+	5+	Scatter Laser Bright Lance	30cm 30cm	AP5+ /AT5+ AT5+, L	<i>Reinforced Armor, Scout, Walker</i>

Nightwing Interceptor	AC	Fighter	4+	n/a	n/a	Twin Shuriken Cannon	30cm	AP4+/AA5+, FxF	
Phoenix Bomber	AC	Fighter-Bomber	5+	n/a	n/a	Twin Bright Lance	30cm	AT4+/AA5+, FxF, L	
						Twin Shuriken Cannon	30cm	AP4+/AA5+, FxF	<i>Reinforced Armour.</i>
						Pulse Laser	45cm	2× AT4+, FxF	
						Nightspinner	15cm	1BP, FxF, D	
Dragonship	SC	n/a	n/a	n/a	n/a	0–1× Orbital Bombardment	n/a	8BP, MW	<i>Armed with either an Orbital Bombardment or Pin-Point Attacks.</i>
						0–1× Pin-Point Attacks	n/a	2× MW2+, TK(D3)	
Wraithship	SC	n/a	n/a	n/a	n/a	0–1× Orbital Bombardment	n/a	4BP, MW	<i>Armed with either an Orbital Bombardment or Pin-Point Attack.</i>
						0–1× Pin-Point Attack	n/a	MW2+, TK(D3)	

## ELDAR SPECIAL RULES

### 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..

### *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:

***Holofield:*** Eldar Titans are protected by a Holofield 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! Holofields 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 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:*** 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).