



Eldar Craftworld Lugganath Special Rules

Raiding Force The Eldars of Craftworld Lugganath are raiders by nature and rarely have an interest in holding ground. The swiftness of their vehicles and the deadly nature of their attacks are revealed quickly to their victims who watch them disappear as quickly as they came. To represent these tactics, they are forbidden from garrisoning any formations in the Epic tournament game scenario.

Hit and Run Craftworld Lugganath 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.

In addition 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.

Webway Portal The Craftworld Lugganath player may keep up to three formations (and any number of Harlequin formations) for each Webway Portal in the army in reserve. Any of these reserve formations may enter play via a Webway Portal by taking an action that allows them to move, then measuring its first move from a portal on the tabletop. No more than one formation may travel through a single portal each turn. Webway use is limited to formations made up exclusively of infantry, light vehicles, and armored vehicles with the walker ability.

Holo-Fields & Holo-Suits Holo-Fields and Holo-Suits provide Eldar Titans, Wraithknights, Harlequins and Harlequin vehicles with a special saving throw of 3+ for Titans and Wraithknights, 4+ for Vehicles, and 5+ for Infantry. 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. No blast markers are placed for hits that are saved. Holo-Fields and Holo-Suits suffers normal negative modifiers for Crossfire and Sniper.

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.

Farsight Farseers and Shadowseers allow their formations to ignore the -1 modifier for retaining 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.

Eldar Harlequins Special Rules

Masters of the Webway Harlequin formations ignore, and do not count for, the one per turn limit that normally applies to Webway Portals. In addition Mimes may re-roll 1:s when testing for teleport mishap.

Veil of Tears A formation including a Shadowseer gives the enemy an additional -1 to hit modifier to FF when using it to engage or support against the formation with the Shadowseer.

Enigmatic Warriors Harlequins receive an additional +1 initiative modifier when attempting to do an Engage action. In addition, Harlequin formations cannot be the army BTS.

Eldar Craftworld Lugganath v1.0b

Eldar Craftworld Lugganath has a strategy rating of 4

Aspect Warriors, Wraithknights and Eldar Titans have an initiative of 1+, all other formations have an initiative of 2+

Lugganath Craftworld Wraithgate and Avatar of Khaine (Wraithgate must be taken)

1 Wraithgate	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.	50pts
1 Avatar of Khaine	In the Strategy Phase of any turn place the Avatar within 15cm of a Farseer unit before making a strategy roll. The Avatar counts as its own formation and may only enter play in this manner. In the End Phase of that turn remove the Avatar before rallying formations. Once the Avatar has been removed it may not return.	Free

Lugganath Craftworld Warhosts

Formation	Units	Upgrades	Cost
Guardian Warhost	Six Guardians, six Lugganath Venoms	Farseer, Windriders	225pts
0-1 Aspect Warrior Warhost per Guardian Warhost	Any four of either Dire Avengers or Dark Reapers. Two Wave Serpents	Exarch, Supreme Commander, Firestorm May exchange their two Wave Serpents for four Falcons: 75 points	250pts

Lugganath Craftworld Troupes (Max two for each Warhost)

Wasp Walkers	Four Corsair Wasp Walkers	-	200pts
Ghost Walkers	Four Corsair Ghost Walkers	-	150pts
Warp Spiders Aspect Warriors	Six Warp Spiders	Exarch, Supreme Commander	225pts
Lugganath Wraithguard	Three D-Scythe Wraithguard, three Wave Serpents	Firestorm	275pts
Swords of Vault	Five Falcons	Firestorm May replace up to two Falcons with Warp Hunters for free	250pts
Engine of Vault	Any one of the following units: Cobra, Storm Serpent	Add up to any two of the following units for 200 points each: Cobra, Storm Serpent	250pts

Harlequin Saedaths (Max one for each Warhost)

0-2 Cegorath's Revenge	One Harlequin Avatar, four Harlequin Troupes, two Death Jesters units	Harlequin Transport	225pts
0-2 Cegorath's Summons	One Master Mime, six Mimes	-	275pts
0-2 Serpent's Blood	One Harlequin Avatar, four Harlequin Skyweavers, two Voidweavers	-	300pts
0-1 Isha's Tears	One Harlequin Avatar, one Shadowseer character, four Death Jesters units, two Harlequin Troupes	Harlequin Transport	300pts
0-1 Heroes' Path	One Shadowseer, one Solitaire, one Death Jesters unit, one Mimes unit, three Harlequin Troupes	Harlequin Transport	300pts

Fir-Iolarion Titan Allies, Wraithknights and Eldar Navy (Max 33%)

Phantom Titan	One Fir-Iolarion Phantom Titan	-	775pts
Wraithknights	Three Lugganath Wraithknights	-	350pts
Nightwings	Two Nightwings	-	225pts
Hemlock Wraithfighters	Two Hemlock Wraithfighters	-	225pts
Vampire Hunter	One Vampire Hunter	-	225pts
0-1 Spacecraft	One Wraithship or one Dragon Ship	-	150pts 300pts

Upgrades (each upgrade may be taken once per formation)

Farseer	Add one Farseer character to a Guardian unit	25pts
Windriders	Add up to six Jetbikes to the formation	25pts each
Exarch	Add an Exarch to the formation	25pts
Firestorm	Add one Firestorm to the formation	50pts
0-1 Supreme Commander	Add an Autarch the the formation	50pts
Harlequin Transport	Add six Harlequin Venoms to the formation	200pts

Name	Type	Move	A	CC	FF	Armament	Range	Damage	Notes
Autarch	Char	-	-	-	-	Autarch Ranged Weapon Autarch Melee Weapon	(15cm) (b-t-b)	(small arms) EA +1 (assault) EA +1, MW	Notes Supreme Commander, Inspiring, Invulnerable Save
Farseer	Char	-	-	-	-	Witch Blade	(b-t-b)	(assault) EA +1, MW	Notes Commander, Inv. Save, <i>Farsight</i>
Dire Avengers Exarch	Char	-	-	-	-	Exarch Melee Weapon	(b-t-b)	(assault) EA +1	Notes Inspiring
Dark Reapers / Warp Spiders Exarch	Char	-	-	-	-	Exarch Ranged Weapon	(15cm)	(small arms) EA +1	Notes Inspiring
Harlequin Avatar	Char	-	-	-	-	Harlequins Kiss	(b-t-b)	(assault) EA +1, Sniper	Notes Leader, Commander, Inv. Save
Shadowseer	Char	-	-	-	-	Shards of Light Miststave	15cm (b-t-b)	AP4+, Sniper (assault) EA +1, MW	Notes Leader, Inv. Save, <i>Farsight</i> , <i>Veil of Tears (may only join Harlequins Troupe)</i>
Master Mime	Char	-	-	-	-	Monomolecular Blade	(b-t-b)	EA +1, Sniper, FS	Notes Leader, Inspiring, Inv. Save
Guardians	Inf	15cm	-	6+	4+	Shuriken Catapults	(15cm)	(small arms)	-
Corsair Ghost Walkers	Inf	35cm	5+	5+	5+	Long Rifles	30cm	AP5+, Sniper	Notes Scout, Jump Packs
Aspect Dire Avengers	Inf	15cm	5+	5+	4+	Avengers' Shuriken Catapults	(15cm)	(small arms) EA +1	-
Aspect Dark Reapers	Inf	15cm	5+	6+	3+	Reaper Missile Launcher	45cm	2 x AP5+	-
Aspect Warp Spiders	Inf	15cm	4+	5+	4+	Death Spinners	(15cm)	(small arms)	Notes Scout, Infiltrate, Jump Packs, First Strike
Jetbikes	Inf	35cm	5+	6+	4+	Shuriken Catapults	(15cm)	(small arms)	Notes Mounted, Skimmer
Corsair Wasp Walker	LV	35cm	6+	5+	5+	Twin Starcannon	30cm	AP3+/AT4+	Notes Reinforced Armour, Scout, Walker, Jump Packs
Lugganath Venom	LV	35cm	4+	6+	4+	Shuriken Catapults	(15cm)	(small arms)	Notes Skimmer, Transport 1 (May carry Guardians, Farseer)
Falcon	AV	35cm	5+	6+	4+	Pulse Laser Scatter Laser	45cm 30cm	2x AT4+ AP5+/AT5+	Notes Skimmer, Transport 1 (May carry Aspect Warriors)
Warp Hunter	AV	35cm	5+	6+	4+	D-Cannon (and)	30cm (15cm)	MW4+ (small arms) MW	Notes Skimmer
Firestorm	AV	35cm	5+	6+	4+	Firestorm Array	45cm	2x AP5+/AT5+/AA5+	Notes Skimmer
Wave Serpent	AV	35cm	5+	6+	4+	Twin Shuriken Cannon	30cm	AP4+	Notes Reinforced Armour, Skimmer, Transport (May carry one Wraithguard unit or two Aspect Warrior units)
Storm Serpent	WE	25cm	5+	6+	4+	Storm Serpent Pulse Laser Scatter Laser	45cm 30cm	2x AT4+ AP5+/AT5+	DC 3 Notes Reinforced Armour, Skimmer, <i>Webway Portal Crit</i> Destroyed. Units within 5cm suffer hit on 6+
Cobra	WE	25cm	5+	6+	5+	Cobra D-Cannon Eldar Missile Launcher Shuriken Cannon	30cm 30cm 45cm 30cm	IC, MW, FxF MW3+, TK(D6), FxF AP5+/AT6+/AA6+ AP5+	DC 3 Notes Reinforced Armour, Skimmer Crit Destroyed. Units within 5cm suffer hit on 6+
Avatar of Khaine	WE	15cm	3+	2+	4+	Wailing Doom (and)	30cm (b-t-b)	MW5+ (assault) EA +1, MW	DC 3 Notes Commander, Fearless, Inspiring, Invulnerable Save, Walker Crit Destroyed. All Eldar formations with a unit with a line of fire to the Avatar receive a Blast Marker
D-Scythe Wraithguard	Inf	15cm	4+	4+	4+	D-Scythes	15cm	MW3+, TK(1)	Notes Reinforced Armour, Fearless
Harlequin Solitaire	Inf	20cm	-	2+	6+	Harlequin's Caress Harlequins Kiss	(b-t-b) (b-t-b)	EA +1, MW EA +1, Sniper	Notes Infiltrate, Scout, Inv. Save (5+), First Strike, Fearless, Inspiring, <i>Holo-Suit (5+) (no characters may join this unit)</i>
Harlequin Death Jesters	Inf	15cm	-	5+	3+	Shrieker Cannons	30cm	2 x AP4+, D, IC	Notes Infiltrate, <i>Holo-Suit (5+)</i>
Harlequins Troupe	Inf	15cm	-	3+	6+	Harlequin's Embrace	(b-t-b)	EA +1, First Strike	Notes Infiltrate, <i>Holo-Suit (5+)</i>
Harlequin Mimes	Inf	15cm	-	2+	-	Concealed Blades	(b-t-b)	(assault)	Notes First Strike, Infiltrate, Scout, Teleport, <i>Holo-Suit (5+)</i>
Harlequin Skyweaver	Inf	35cm	5+	3+	5+	Shuriken Cannon Zepyr glaives	30cm (b-t-b)	AP5+ (assault) First Strike	Notes Skimmer, Mounted, <i>Holo-Field (4+)</i>
Harlequin Venom	LV	35cm	4+	6+	4+	Shuriken Catapults	(15cm)	(small arms)	Notes Skimmer, <i>Holo-Field (4+)</i> , Transport 1 (May carry Harlequins Troupe, Death Jesters, Solitaire)
Harlequin Voidweaver	LV	35cm	4+	6+	4+	Prismatic Cannon Haywire Cannon	30cm 15cm	AP4+/AT3+, Lance AT4+, Disrupt	Notes Skimmer, <i>Holo-Field (4+)</i>
Lugganath Wraithknight	WE	30cm	5+	4+	4+	Suncannon Scatter Laser Ghostglaive	45cm 30cm (b-t-b)	2 x AP3+/AT4+ AP5+/AT5+ (assault) EA +1, TK	DC 2 Notes Walker, Fearless, <i>Holo-Field (3+)</i> Crit Destroyed
Fir-Iolarion Phantom Titan	WE	25cm	5+	3+	3+	Tremor Cannon Power Fist (and) 2 x Twin Missile Launcher	60cm 30cm (15cm) (b-t-b) 45cm	4BP, D, IC, Lance 6 x AP4+/AT4+ (small arms) EA +3 (assault) EA +1, TK(D3) AP4+/AT5+/AA5+	DC 2 Notes Walker, Fearless, Reinforced Armour, Leader, <i>Holo-Field (3+)</i> Crit Loses Holo-Field save for the the rest of the game. Subsequent hits cause 1 additional point of damage.
Nightwings	AC	F	4+	-	-	Twin Shuriken Cannon Twin Bright Lance	30cm 30cm	AP4+/AA5+, FxF AT4+/AA5+, L, FxF	-
Hemlock Wraithfighter	AC	F	4+	-	-	Heavy D-Scythes	15cm	MW3+, TK(D2)	-
Vampire Hunter	AC/WE	B	5+	-	-	Vampire Hunter Twin Pulsar Twin Eldar Missile Launcher Scatter Laser	30cm 45cm 30cm	2 x MW2+, FxF AP4+/AT5+/AA5+, FxF AP5+/AT5+, FxF	DC 2 Notes Reinforced Armour Crit Destroyed
Wraithship	SS	-	-	-	-	0-1 Orbital Bombardment 0-1 Pinpoint Attack	- -	4BP, MW MW2+, TK(D3)	Armed with either an Orbital Bombardment or Pin-Point Attack
Dragonship	SS	-	-	-	-	0-1 Orbital Bombardment 0-1 Pinpoint Attacks	- -	8BP, MW 2 x MW2+, TK(D3)	Armed with either an Orbital Bombardment or Pin-Point Attacks