

## FIR LIRITHION TITAN CLAN ARMY LIST

“We bring death and leave only carrion. It is a message even a human can understand.”

### Forces

The Fir Lirithion Titan Clan Army List uses the datasheets below.

### Using the Army List

Fir Lirithion Titan Clan formations come in four types, the first three are Battle Titan, Scout Titan formations and Support Troupes. Each Battle Titan you include in the army allows you to field two Scout Titan formations and any three Support Troupe formations. Although you can only take a Support Troupe formation if you first take a Battle Titan, 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 Lirithion Titan Clan Spacecraft & Aircraft formations. A maximum of up to a third of the points available to the army may be spent on these formations. Finally, Fir Lirithion Titan Clan Individuals provides an additional objective option. 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.

## 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.

### 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. Additionally, certain units and weapons have special abilities described in *Warlock Titan Powers* and *Eldar Technology*.

## FIR LIRITHION TITAN CLAN FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Clannarch	CH	n/a	n/a	2+	2+	n/a	n/a	n/a	<i>First Strike, Supreme Commander</i>
Spirit Seer	CH	n/a	n/a	n/a	n/a	n/a	n/a	n/a	<i>Invulnerable Save, Commander</i>
Triumvirate	CH	n/a	n/a	n/a	n/a	n/a	n/a	n/a	<i>Leader, Inspiring</i>
Titan Pulsar	BTW	n/a	n/a	n/a	n/a	Titan Pulsar	75cm	2x MW2+ TK(1)	
Titan D-Cannon	BTW	n/a	n/a	n/a	n/a	Titan D-Cannon	45cm	1D3+1BP, IC, MW, TK (2), Distort	
Tremor Cannon	BTW	n/a	n/a	n/a	n/a	Tremor Cannon	75cm	MW3+, D, Tremor	
Heat Lance	BTW	n/a	n/a	n/a	n/a	Heat Lance	60cm	MW2+ TK (5), Fusion	
Psychic Lance (Warlock Titan Only)	BTW	n/a	n/a	n/a	n/a	Psychic Lance AND	30cm (15cm)	3BP, D, IC, TK (1D3) Small Arms, EA +2, IC, TK (1D3)	
Hell Weaver	BTW	n/a	n/a	n/a	n/a	Hell Weaver	90cm	2D3 BP, D, Ind, L	
Titan Glaive	BTW	n/a	n/a	n/a	n/a	Titan Glaive	30cm	4x AP4+/AT4+	
						AND	(15cm)	Small Arms, EA +2	
						OR	BC	Assault Weapons, EA +3, TK (2)	
Titan Power Fist	BTW	n/a	n/a	n/a	n/a	Titan Power Fist	30cm	6x AP4+/AT4+	
						AND	(15cm)	Small Arms, EA +3	
						OR	BC	Assault Weapons, EA +2, TK (1D3)	
Paired Pulsars	STW	n/a	n/a	n/a	n/a	2x Pulsars	45cm	2x MW3+	
Paired Sonic Lances	STW	n/a	n/a	n/a	n/a	2x Sonic Lances	30cm	MW4+, D, Tremor	
Paired Fusion Lances	STW	n/a	n/a	n/a	n/a	2x Fusion Lances	30cm	MW 3+, TK (3), Fusion	
Paired Scatter Lances	STW	n/a	n/a	n/a	n/a	2x Scatter Lances	45cm	3x AP3+/AT5+/AA4+, L	
Missile Array	BCW	n/a	n/a	n/a	n/a	Missile Array	45cm	AP4+/AT5+/AA5+	
Lance Array	BCW	n/a	n/a	n/a	n/a	Lance Array	30cm	2x AP5+/AT4+, L	
Shuriken Array	BWC	n/a	n/a	n/a	n/a	Shuriken Array	30cm	2x AP4+/AT5+	
Paired Eldar Missile Launchers	SCW	n/a	n/a	n/a	n/a	Eldar Missile Launcher	45cm	2x AP5+/AT6+/AA6+	
Paired Twin Bright Lances	SCW	n/a	n/a	n/a	n/a	Twin Bright Lances	30cm	2x AT4+, L	
Pair Twin Shuriken Cannons	SCW	n/a	n/a	n/a	n/a	Twin Shuriken Cannons	30cm	2x AP4+	
Warlock	INF	15cm	4+	4+	4+	Destructor Witch Blades	(15cm) BC	Small Arms, EA +1, MW, D Assault Weapons EA +1, MW	<i>Leader, Invulnerable Save</i>
Guardians	INF	15cm	-	6+	4+	Shuriken Catapults	(15cm)	Small Arms	
Heavy Weapon Platform	INF	15cm	-	6+	5+	Scatter Laser	30cm	AP5+/AT5+	

Support Weapon Platform	INF	15cm		6+	6+	D-Cannon	30cm	MW5+	
Wraithlord	AV	15cm	4+	3+	4+	Bright Lance Power Fists	30cm BC	AT5+, L Assault Weapons, EA +1, MW	<i>Fearless, Reinforced Armour, Walker</i>
Night Spinner	AV	35cm	5+	6+	5+	Night Spinner	45cm	1BD, D, Ind	<i>Skimmer, Transport. May transport one infantry unit (except Support Weapon Platforms and Wraithguard) without Jump Packs or Mounted</i>
Wave Serpent	AV	35cm	5+	6+	4+	Twin Shuriken Cannon	30cm	AP4+	<i>Reinforced Armour, Skimmer, Transport. May transport two infantry units (except Support Weapon Platforms) without Jump Packs or Mounted. Wraithguard count as two units each.</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	
						Twin Shuriken Cannon	30cm	AP4+/AA5+, FxF	
						Pulse Laser	45cm	2x AT4+, FxF	<i>Reinforced Armour</i>
						Night Spinner	15cm	1BD, FxF, D	
						Vampire Twin Pulsar	45cm	2x MW2+, FxF	
Vampire Hunter	AC/ WE	Bomber	5+	6+	4+	Scatter Laser	30cm	AP5+/AT5+/AA5+, FxF	<i>Damage Capacity 2, Reinforced Armour. Critical Hit Effect: The unit is destroyed.</i>
						2x Twin Eldar Missile Launchers	45cm	AP4+/AT5+/AA5+, FxF	
Revenant Titan	WE	35cm	5+	4+	4+	1x Scout Titan Weapon Pair	n/a	n/a	<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>
						1x Scout Carapace Weapons			
Phantom Titan	WE	25cm	5+	3+	3+	2x Battle Titan Weapons	n/a	n/a	<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>
						2x Battle Carapace Weapons			
Warlock Titan	WE	25cm	5+	3+	3+	2x Battle Titan Weapons	n/a	n/a	<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</i>
						2x Battle Carapace Weapons			

Assault Wraithknight	WE	25cm	4+	4+	4+	2x Starcannons	30cm	2x AP4+, AT 5+	<i>the game. Subsequent critical hits cause an extra point of damage. Damage Capacity 2, Fearless, Walker, Holofield (4+) Critical Hit Effect: Destroyed</i>
						Ghostglaive AND Scattershield	BC	EA +3 MW	
							30cm	1D3 MW6+ (Invulnerable Save)	
Heavy Wraithknight	WE	25cm	4+	4+	4+	0-1 2x Heavy Wraith Cannon AND OR 0-1 Suncannon AND Scattershield	30cm (15cm) 45cm 30cm	MW3+ TK (1), Distort Small Arms, MW 4x AP4+/AT5+ 1D3 MW6+ (Invulnerable Save)	<i>Damage Capacity 2, Fearless, Walker, Holofield (4+) Critical Hit Effect: Destroyed</i>
Skathach Wraithknight	WE	25cm	4+	4+	4+	2x Fusion Lance OR 2x Deathshroud Cannon	30cm 45cm	MW3+, TK (2), Fusion 1BP, D, Ind, L	
Knight Destroyer	WE	20cm	5+	4+	4+	Twin Pulse Laser 0-1 Suncannon OR 0-1 Death Hail Launcher Destroyer Fists	45cm 45cm 60cm BC	3x AT4+, L 4x AP4+/AT5+ 1D3BP EA +2, MW, TK (1)	
Dragonship	SC	n/a	n/a	n/a	n/a	0-1x Orbital Bombardment 0-1x Pin-Point Attacks	n/a n/a	8BP, MW 2x MW2+, TK (1D3)	<i>Transport. May transport twelve Vampire Hunters. Armed with either an Orbital Bombardment or Pin-Point Attacks</i>
Wraithship	SC	n/a	n/a	n/a	n/a	0-1x Orbital Bombardment 0-1x Pin-Point Attacks	n/a n/a	4BP, MW MW2+, TK (1D3)	<i>Armed with either an Orbital Bombardment or Pin-Point Attacks</i>

# FIR LIRITHION TITAN CLAN ARMY LIST

Fir Lirithion Titan Clan armies have a strategy rating of 4. Battle and Scout Titan formations have an initiative rating of 1+. All other formations have an initiative rating of 2+.

## FIR LIRITHION TITAN CLAN INDIVIDUALS

TYPE	NOTES	COST
0-1 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 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.	<b>+50 points</b>

## BATTLE TITAN FORMATIONS

FORMATION	UNITS	EXTRAS	COST
Phantom Titan	One Phantom Titan	Clannarch, Spirit Stones, Triumvirate	700 points
0-1 Warlock Titan	One Warlock Titan	Spirit Stones, Spirit Seer, Triumvirate	775 points

## SCOUT TITAN FORMATIONS

*(Each Battle Titan Formation you include allows you to field two Scout Titan Formations)*

Twin Revenants	Two Revenant Titans	600 points
0-1 Solo Revenant	One Revenant Titan	300 points

BATTLE TITAN WEAPONS <i>(Two per Battle Titan)</i>	
WEAPON	COST
Titan Pulsar	+25 points each
Titan D-Cannon	+75 points each
Tremor Cannon	+50 points each
Heat Lance	+75 points each
Psychic Lance (Warlock Titan Only)	+50 points each
Hell Weaver	+25 points each
Titan Glaive	+25 points each
Titan Power Fist	+25 points each

BATTLE CARAPACE WEAPONS <i>(Two per Battle Titan)</i>	
Missile Array	Free
Lance Array	Free
Shuriken Array	Free

SCOUT TITAN WEAPONS <i>(One per Scout Titan)</i>	
WEAPON	COST
Paired Pulsars	+50 points
Paired Sonic Lances	+25 points
Paired Fusion Lances	+50 points
Paired Scatter Lances	+25 points

SCOUT CARAPACE WEAPONS <i>(One per Scout Titan)</i>	
Paired Eldar Missile Launchers	Free
Paired Twin Bright Lances	Free
Pair Twin Shuriken Cannons	Free

SCOUT AND BATTLE TITAN UPGRADES <i>(Add any of the following upgrades to a unit once per Formation)</i>	
0-1 Clannarch (1 per army)	+75 points
Spirit Seer	+50 points
Spirit Stones	+25 points
Triumvirate	+25 points

## TITAN CLAN SUPPORT TROUPES

*(Each Battle Titan Formation you include allows you to field any three Troupes)*

FORMATION	UNITS	EXTRAS	COST
Heavy Wraithknight Troupe	Three Heavy Wraithknights	None	350 points
Assault Wraithknight Troupe	Three Assault Wraithknights	None	300 points
Skathach Wraithknight Troupe	Three Skathach Wraithknights	None	400 points
Knight Destroyer Troupe	Three Knight Destroyers	None	400 points
Guardians	One Warlock and Seven Guardians	Replace up to three Guardians with an equal number of Heavy Weapon Platform units for free Add three Support Weapon Platform units for +50 points Add between two and three Wraithguard units for +50 points each Add three Wraithlords for +175 points Add four Wave Serpents to a formation consisting of Guardians or Heavy Weapon Platform units for +200 points	150 points
Night Spinner	Three Night Spinners	None	175 points
Swords of Vault	Five Falcons	Add up to one Falcon for +50 points Replace up to two Falcons with an equal number of Firestorms for free Replace any number of Falcons with an equal number of Fire Prisms for +15 points each	250 points

## TITAN CLAN SPACECRAFT & AIRCRAFT

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

FORMATION	UNITS	COST
Nightwings	Three Nightwing Interceptors	300 points
Phoenix	Three Phoenix Bombers	325 points
Hunter	One Vampire Hunter	200 points
0-1 Spacecraft	Any one of the following units:	Wraithship 150 points Dragonship 300 points

### *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.

### *Warlock Titan Powers*

The potent psykers that pilot Warlock titans can use their psychically charged war machine to amplify their powers. To represent this, a Warlock Titan must choose to activate one of the following abilities when it is activated every turn. It cannot activate the same power consecutively.

**Farsight:** 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.

**Mind War:** At the end of this unit's movement each enemy formation within 30cm receives 1D3 blast markers each.

**Guide:** Choose one friendly formation within 30cm at the beginning of the unit with Guide's activation. The friendly formation can re-roll failed hit rolls of 1 at Range or in Assault when it activates this turn.

**Conceal:** All enemy formations receive a -1 to hit against this unit until its next activation.

### *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:

**Fusion:** These weapons create a concentrated beam of energy hotter than the core of a star. While they are spectacularly destructive, their power reduces over long distances. On a successful hit roll, apply the amount of damage indicated, subtracting 1 from the amount for every 15cm the target is from the attacker.

**Holofields:** 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+ or 4+ 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.

**Distort:** One of the most horrific weapons in the eldar arsenal, distort weapons tear a hole into the warp, dragging everything nearby into the immaterium. Distort weapons are not affected by armour, shields or saves of any kind. They automatically remove damage from the target on a successful hit.

**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.

**Spirit Stones:** Sometimes when the need it is great enough the spirits of the dead are merged with a titan, controlling it completely. Without living pilots, the war machine is far more resilient, however their reactions are much slower due to the twilight state of the soul. Any unit upgraded with Spirit Stones increases its Armour by +1, however it reduces its initiative value by -1

**Tremor:** Tremor weapons conduct a microwave beam through the ground toward the target, vibrating it and everything in its path to pieces. When rolling an attack, if it successfully hits the target then each formation the line of fire passes through takes 1D3 MW6+ Disrupt hits.

**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).