

ELDAR – CRAFTWORLD LUGGANATH

Eldar armies have a strategy rating of 4. Aspect Warriors, Wraithknights and Eldar Titans have an initiative of 1+, all other formations have an initiative of 2+.
Version 1.32 (Fanlist)

Introduction

Lugganath (or *Light of the Fallen Sun* in the language of the Eldar) is an Eldar Craftworld. It has ties with the Harlequins, for the Lugganath Eldar hope to abandon this galaxy and start a new civilization within the webway. They are perceived as little better than Corsairs by most other Craftworlds due to their tendency to host Corsair fleets and close ties to the Harlequins.

Forces

The Eldar Lugganath Craftworld Army List uses the datasheets from the Eldar Forces and Harlequin section.

Eldar Lugganath Craftworld formations come in four 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 Harlequin Ally formations. Each warhost you include allows you to field one formation from the Harlequin allies. The fourth type of formation are Lugganath Craftworld Titan, Knight, Aircraft and Spacecraft formations. A maximum of up to a third of the points available to the army may be spent on these formations.

Finally, Lugganath 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.

ELDAR – CRAFTWORLD LUGGANATH FORCES

INDIVIDUALS

TYPE	UNITS	UPGRADES	COST
0-1 Avatar with a Court of the Young King character	In the Strategy Phase of any turn place the Avatar within 15cm of a Farseer character 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
0-1 Webway Portal	At the start of the game nominate one objective on your half of the table as a Webway Portal before setting up spacecraft and garrisons. The objective 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 Webway Portal to enter play.		50 Points

LUGGANATH WARHOSTS

TYPE	UNITS	UPGRADES	COST
0-1 Aspect Warriors	Any six of either Dire Avengers or Dark Reapers, three Wave Serpents.	Exarch, Supreme Commander May exchange three Wave Serpents for six Falcons for 125 points.	375 Points
Guardians	A Farseer, four Guardians and five Lugganath Venoms	Windriders	275 Points

LUGGANATH TROUPES (Two per warhost)

TYPE	UNITS	UPGRADES	COST
Wasp Walkers	Four Corsair Wasp Walkers		150 Points
Ghost Walkers	Four Corsair Ghost Walkers		150 Points
Warp Spiders	Six Warp Spiders	Exarch	250 Points
Wraithguard	Three Wraithguard, three Wave Serpents	Firestorm	275 Points
Swords of Vaul	Five Falcons	May replace Falcons with Fire Prisms for 15 points each. May replace up to two Falcons with Firestorm for free.	250 Points
Engine of Vaul	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	250 Points

HARLEQUIN ALLIES (One per warhost)

TYPE	UNITS	COST
0-2 Laughing Circus	One Harlequin Avatar, five Harlequin Troupe, five Starweavers	300 Points
0-2 Serpent's Blood	One Harlequin Avatar, four Harlequin Skyweavers, two Voidweavers.	300 Points
0-1 Devourer's Thirst	One Master Mime, six Mimes.	300 Points
0-1 Cegorath's Revenge	One Harlequin Avatar, four Harlequin Troupes, two Death Jesters units, 6 Harlequin Starweavers.	350 Points
0-1 Isha's Tears	One Harlequin Avatar, one Shadowseer, four Death Jesters units, two Harlequin Troupes, 6 Harlequin Starweavers.	400 Points
0-1 Dance Without End	One Harlequin Avatar, one Shadowseer, one Solitaire, two Death Jesters units, two Mimes units, three Harlequin Troupes, 8 Harlequin Starweavers.	500 Points

UPGRADES

UPGRADES	UNITS (Each upgrade may be taken once per formation).	COST
Windriders	Add up to six Jetbikes to the formation	25 points
Exarch	Add an Exarch to an Aspect Warrior unit	25 points
Firestorm	Add one Firestorm to the formation	50 points
0-1 Supreme Commander	Add an Autarch to an Aspect Warrior unit	75 points

TITAN, KNIGHTS, AIRCRAFT AND SPACECRAFT (Up to a third of the points available may be spent on these formations.)

TYPE	UNITS	UPGRADES	COST
Revenants	Two Revenant Titans		650 points
Wraithknights	Three Lugganath Wraithknights		325 points
0-1 Corsair Nightwings	Two Corsair Nightwing Interceptors OR Three Corsair Nightwing Interceptors	None	225 points or 300 points
0-1 Corsair Void Dragon Phoenix	Two Corsair Void Dragon Phoenix Bombers OR Three Corsair Void Dragon Phoenix Bomber	None	225 points or 325 points
0-1 Corsair Spacecraft	One Eclipse Cruiser	None	200 Points

CRAFTWORLD LUGGANATH – UNIT STATS

UNITS										
NAME	TYPE	SPEED	AMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES	
Autarch	CH	n/a	n/a	n/a	n/a	Autarch Ranged Weapon Autarch Melee Weapon	(15cm) (BC)	(Small Arms), EA+1 (Assault Weapons), EA+1, MW	Supreme Commander, Inspiring, Invulnerable Save	
Court of the Young King	CH	n/a	n/a	n/a	n/a	Ancient Weapons	(BC)	(Assault Weapons), EA+1, MW		
Exarch	CH	n/a	n/a	n/a	n/a	0-1 Exarch Ranged Weapon 0-1 Exarch Melee Weapon	(15cm) (BC)	(Small Arms), EA+1 (Assault Weapons), EA+1, MW	Inspiring, Exarchs added to units of Dire Avengers have an Exarch Close Combat weapon. Exarchs added to a unit of Dark Reapers or Warp Spiders have an Exarch Ranged Weapon.	
Farseer	INF	15cm	4+	4+	5+	Shuriken Pistols Witch Blade	(15cm) (BC)	(Small Arms) (Assault Weapons), EA+1, MW	Commander, Invulnerable Save, Farsight.	
Guardians	INF	15cm	-	6+	4+	Shuriken Catapults	(15cm)	(Small Arms)		
Corsair Ghost Walkers	INF	30cm	5+	5+	5+	Long Rifles	30cm	AP5+ Sniper	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	2x AP5+		
Aspect Warp Spiders	INF	15cm	4+	5+	4+	Death Spinners	(15cm)	(Small Arms)	Infiltrate, Jump Packs, First Strike	
Jetbikes	INF	15cm	5+	6+	4+	Twin Shuriken Catapults	(15cm)	(Small Arms)	Mounted, Skimmer.	
Wraithguard	INF	15cm	4+	4+	4+	Wraithcannons	15cm and (15cm)	2x MW5+ (Small Arms), MW	Fearless, Reinforced Armour	
Corsair Wasp Walker	LV	35cm	6+	5+	5+	Twin Starcannon	30cm	AP3+/AT4+	Reinforced Armour, Scout, Walker, Jump Packs	
Lugganath Venom	LV	35cm	4+	6+	5+	Shuriken Catapults	(15cm)	(Small Arms)	Skimmer, Transport: May transport one infantry unit (except Support Weapon Platforms and Wraithguard) without <i>Jump Packs</i> or <i>Mounted</i> .	
Falcon	AV	35cm	5+	6+	4+	Pulse Laser Scatter Laser	45cm 30cm	2x AT4+ AP5+/AT5+	Skimmer, Transport: May transport one infantry unit (except Support Weapon Platforms and Wraithguard) without <i>Jump Packs</i> or <i>Mounted</i> .	
Fire Prism	AV	35cm	5+	6+	5+	Prism Cannon	60cm	AP4+/AT2+, Lance	Skimmer	
Firestorm	AV	35cm	5+	6+	4+	Firestorm Battery	45cm	2x AP5+/AT5+/AA4+	Skimmer, Transport: May transport one infantry unit (except Support Weapon Platforms and Wraithguard) without <i>Jump Packs</i> or <i>Mounted</i> .	
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 <i>Jump Packs</i> or <i>Mounted</i> ; Wraithguard count as two units each.	
Storm Serpent	WE	25cm	5+	6+	4+	Storm Serpent Pulse Laser Scatter Laser	45cm 30cm	2x AT4+ AP5+/AT5+	Damage Capacity 3, Reinforced Armour, Skimmer, Webway Portal Critical Hit Effect: Destroyed. Units within 5cm suffer hit on 6+	
Cobra	WE	25cm	5+	6+	5+	Cobra D-Cannon Eldar Missile Launcher Shuriken Cannon	30cm or 30cm 45cm 30cm	3BP, Fx, IC, MW MW3+, Fx, TK(D6) AP5+/AT6+/AA6+ AP5+	Damage Capacity 3, Reinforced Armour, Skimmer, Critical Hit Effect: Destroyed. Units within 5cm suffer hit on 6+	
Avatar of Khaine	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.	
Lugganath Wraithknight	WE	30cm	5+	4+	4+	2 x Wraithcannons Scatter Laser	30cm and (15cm) 30cm	MW4+ (small arms) MW AP5+/AT5+	Damage Capacity 2, Reinforced Armour, Walker, Fearless, Critical Hit Effect: Destroyed	
Revenant Titan	WE	35cm	5+	4+	N/A	2x Revenant Pulse Laser 2x Eldar Missile Launcher	45cm 45cm	2x 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.	
Corsair Nightwing	AC	F	4+	N/A	N/A	Twin Bright Lance Twin Shuriken Cannon	30cm 30cm	AT4+/AA5+, Fx, L AP4+/AA5+, Fx, F		
Corsair Void Dragon Phoenix	AC	FB	5+	N/A	N/A	Twin Star Cannon Twin Star Cannon Night Spinner	30cm 30cm 15cm	AT4+/AA5+, Fx, F MW3+, Fx, F 1BP, Fx, Disrupt	Reinforced Armor	
Eclipse Cruiser	SC	N/A	N/A	N/A	N/A	1x Orbital Bombardment 1x Pinpoint Attack		3BP MW MW2+TK(D3)	Transport: May transport 8 Vampire Hunters and all units contained within them.	

HARLEQUIN - UNIT STATS

UNITS

NAME	TYPE	SPEED	AMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Harlequin Avatar	CH	n/a	n/a	n/a	n/a	Harlequins Kiss	(BC)	(Assault Weapons), EA+1, MW	Leader, Commander, First Strike
Shadowseer	CH	n/a	n/a	n/a	n/a	Shards of Light Miststave	(15cm) (BC)	(Small Arms), EA+1, FS (Assault Weapons), EA+1, MW	Leader, Invulnerable Save, Farsight, Dance of Shadows (may only join Harlequins Troupe)
Master Mime	CH	n/a	n/a	n/a	n/a	Monomolecular Blade	(BC)	(Assault Weapons), EA+2, FS	Inspiring, Leader
Harlequin Solitaire	INF	20cm	4+	3+	-	Harlequin's Caress	(BC)	(Assault Weapons), EA+1, MW	Infiltrate, Invulnerable Save, First Strike, Fearless, Inspiring
Harlequin Death Jesters	INF	15cm	5+	5+	4+	Shrieker Cannons	30cm	AP3+, D	Infiltrate
Harlequin Troupe	INF	15cm	5+	4+	6+	Blades	(BC)	(Assault Weapons), EA+1, FS	Infiltrate
Harlequin Mimes	INF	15cm	5+	3+	-	Blades	(BC)	(Assault Weapons), EA+1, FS	Infiltrate, Teleport
Harlequin Skyweaver	INF	40cm	4+	4+	5+	Shuriken Cannon Zepyrglaive	(15cm) (BC)	(Small Arms) (Assault Weapons), EA+1, FS	Skimmer, Mounted
Harlequin Starweaver	LV	40cm	4+	6+	5+	Two Shuriken Cannons	(15cm)	(Small Arms)	Skimmer, Transport: May transport one infantry unit without <i>Jump Packs</i> or <i>Mounted</i> ;
Harlequin Voidweaver	LV	40cm	4+	6+	5+	Prismatic Cannon Shuriken Cannon	45cm 30cm	AP5+/AT3+, Lance AP5+	Skimmer



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CRAFTWORLD LUGGANATH AND HARLEQUIN – SPECIAL RULES

Special Rules

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

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.

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. They may also move back into the Webway using normal or consolidation movement. If they do so they counts as having re-entered the reserves in all respects, but cannot teleport. If broken, they must rally before they can re-enter the table.

In addition Mimes may re-roll 1s when testing for teleport mishap.

Also Harlequin formations may only contest objectives but never capture them.

Dance of Shadows: Formations containing Shadowseer gain an invulnerable save if they don't already have one during assaults. If the shadowseer is removed from play, then the formation loses this ability.

Hit and run

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.

Lance

When units with reinforced armour are hit by a weapon with the lance ability, they do not get to re-roll a failed armour save.

Webway Portal

The Craftworld Lugganath player may keep up to three 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.

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.

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.