

Eldar Exodite Maiden World 4.3

ELDAR EXODITE MAIDEN WORLD

Eldar Exodite Maiden World 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 types of formation are Exodite Maiden World support, allies & massive creatures. A maximum of up to a third of the points available to the army may be spent on these formations.

Finally, Exodite Maiden World 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 Special Rules

The Hit & Run Tactics rule applies to all Eldar Exodite formations (see Hit & Run Tactics).

EXODITE MAIDEN SPECIAL RULES

May Not Garrison

The Eldar are a 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 Raptor Riders to warn of the approach of any enemy forces. Meanwhile the bulk of the 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 Raptor Riders and War Walkers are allowed to garrison objectives in the Epic tournament game scenario.

Exodite Warhost Bravery

The Exodite Warhosts gain a +1 modifier to their action test roll when attempting to engage and rally.

ELDAR EXODITE MAIDEN WORLD ARMY LIST

Exodite armies have a strategy rating of 3. Eldar Knights have an initiative rating of 1+. All other Exodite formations have an initiative rating of 2+.

EXODITE MAIDEN WORLD INDIVIDUALS		
(Up to one of each type of individual may be taken per army.)		
TYPE	NOTES	COST
0-1 Exodite Dragon King / Kings Champion / Dragon Prince	You may add an Exodite Lord Character to any Dragon Knight warhost stand. If an Exodite Lord is taken, then he counts as one of the Exodite Noble Knight in the Dragon Knight formation(see the entry for the Dragon Knight Warhosts below).	100 points
0-2 Wraithgate	At the start of the game nominate an 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
0-1 Great Drake	In the Strategy Phase of turn two or any turn remaining after that, before Teleportation and strategy roll, place the Great Drake within 10 cm of a formation that contains a Dragonsinger character. The Great Drake counts as its own formation and may only enter play in this manner. If the Dragon Singers character that called upon The Great Drake is killed the Great Drake will immediately be removed. The Great Drake may not hold or contest objectives.	50 points

EXODITE MAIDEN WORLD WARHOSTS

FORMATION	UNITS	EXTRAS	COST
Exodite Dragon Knights	Eight units of Exodite Dragon Knights.	The formation may include up to 1 Exodite Dragon Prince or 1 Dragonsinger character upgrade for +25.	300 points
0-1 Exodite Wind Knights per Exodite Dragon Knights.	Six units of Exodite Wind Knights.	Add two Wind Knights for +75 points or four for 125 points. The formation may include up to 1 Exodite Dragon Prince or 1 Dragonsinger character upgrade for +25.	225 points

EXODITE MAIDEN WORLD TROUPES

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

FORMATION	UNITS	EXTRAS	COST
0-1 Raptor Outriders per Warhost	Six Raptor Outriders		200 points
Dragon Riders	Six Dragon Riders		200 points
Megadon Troupe	Five Megadons	Replace up to two Megadons with Void Watcher Megadons for +25 points each.	200 points
Great Megadons	Up to three Great Sword Megadons or Thundersaurs in any combination.		200 points each
Exodite Militia	Seven Exodite Militia	Up to three Militia may be replaced with Heavy Weapon platforms at no additional cost.	150 points
0-1 Outcast Rangers	Four Outcast Rangers	Add up to two Outcast Rangers for +25 points each.	100 points
War Walkers	Four War Walkers	Add up to two War Walkers for +25 points each.	150 points
Raptor Herder	Six Raptor Herders	Add two Raptor Herders for +50 points. The formation may include up to 1 Dragon Prince or 1 Dragonsinger character upgrade for +25.	225 points

FORMATION	UNITS	EXTRAS	COST
Dragon Keeper	Six Dragon Keepers	Add two Dragon Keepers for +50 points.The formation may include up to 1 Dragon Prince or 1 Dragonsinger character upgrade for +25.	225 points
0-1 Huntsmen per Warhost	Five Huntsmen	The formation may include 1 Dragonsinger character upgrade for +25.	175 points

EXODITE MAIDEN WORLD CRAFTWOLD SUPPORT, ALLIES & MASSIVE CREATURES
(Up to a third of the points available may be spent on these formations.)

FORMATION	UNITS	COST
0-1 Corsair Nightwing	Two Corsair Nightwing Interceptors OR Three Nightwing Interceptors	225 point 300 points
0-1 Corsair Void Dragon Phoenix	Two Corsair Void Dragon Phoenix Bombers OR Three Void Dragon Phoenix Bombers	225 points 325 points
0-1 Corsair Spacecraft	One Eclipse Cruiser	200 points
Eldar Knights	Three Fire Gales , Bright Stallions or Towering Destroyers in any combination.	350 points
Colossal Carnosaur	One Colossal Carnosaurus	350 points
Colossal Carnosaur Pack	Two Colossal Carnosaurus	650 points
Thunder Beast	One Thunder Beast	575 points

ELDAR EXODITE MAIDEN WORLD FORCE

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIRE POWER	NOTES
Dragon King	CH	n/a	n/a	n/a	n/a	Exodite Ancient Artifact Mounds Claws and Teeth	(15cm) (bc)	Small Arms, MW, EA+1 Assault Weapon, MW, EA+1	Inspiring, Reinforced Armor, Invulnerable Save, Supreme Commander
Dragon Prince	CH	n/a	n/a	n/a	n/a	Hunting Blade Wraithbow	(15cm) (bc)	Small Arms, EA+1 Assault Weapon, EA+1	Inspiring, Invulnerable Save
Dragonsinger	CH	n/a	n/a	n/a	n/a	Singing Spear	(15cm) (bc)	Small Arms, EA+1 Assault Weapon, EA+1	Call upon the Great Drake, Invulnerable Save, Leader.
Dragon Knight	INF	30cm	4+	3+	6+	Cavalry Lance	(bc)	Assault Weapon, L	Mounted, Walker
Wind Knight	INF	35cm	5+	5+	4+	Lasblaster	(15cm)	Small Arms	Skimmer, Teleport
Raptor OutRiders	INF	30cm	5+	5+	4+	Shuriken Catapult	(15cm)	Small Arms	Mounted, Walker, Scout
Dragon Rider	LV	30cm	4+	4+	5+	Scatter Laser	30cm	AP5+/AT5+	Mounted, Walker
Exodite Militia	INF	15cm	6+	5+	4+	Shuriken Weapon	15cm	AP5+/AT6+	
Militia Heavy Weapon Platform	INF	15cm	6+	6+	5+	Shuriken Cannon	30cm	MW5+	
Outcast Rangers	INF	15cm	5+	6+	5+	Long Rifle	30cm	AP5+	Sniper, Infiltrator
Huntsmen	INF	15cm	4+	5+	4+	Fusion Guns Star Bolas	15cm (15cm)	MW 5+ Small Arms, MW	
Raptor Herder	INF	15cm	5+	5+	5+	Shuriken Weapon Claws and Teeth	(15cm) (bc)	Small Arms Assault Weapon, EA(+1)	Infiltrator
Dragon Warder	INF	15cm	4+	4+	6+	Shuriken Weapon Claws and Teeth	(15cm) (bc)	Small Arms Assault Weapon, FS	Infiltrator
War Walker	LV	20cm	6+	5+	5+	Scatter Laser Bright Lance	30cm 30cm	AP5+/AT5+ AT5+ ,L	Reinforced Armor, Scout, Walker
Megadon	AV	20cm	5+	4+	4+	Pulse Laser Scatter Laser	45cm 30cm	2x AT4+ AP5+/AT5+	Walker

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIRE POWER	NOTES
Void Watcher Megadon	AV	20cm	5+	4+	4+	Void Watcher Battery	45cm	2x AP5+/AT5+/AA4+	Walker
Sun Spear Megadon	WE	20cm	5+	4+	5+	Sun Cannon	60cm	2x MW2+	Damage Capacity 3, Reinforced Armor, Walker. Critical Hit Effect: The unit is destroyed.
Thundersaur	WE	20cm	5+	4+	5+	Star Shot Missiles Void Missile Launcher	30cm 45cm	3BP, Ignore cover, MW AP5+/AT6+/AA6+	Damage Capacity 3, Reinforced Armor, Walker. Critical Hit Effect: The unit is destroyed.
Fire Gale	WE	30cm	5+	5+	4+	Pulsar Cannon	30cm (15cm)	MW4+, TK, small arms MW	Damage Capacity 2, Invulnerable Save, Reinforced Armor, Walker. Critical Hit Effect: The unit is destroyed.
Towering Destroyer	WE	20cm	4+	4+	5+	Destroyer Pulse Laser Destroyer Laser Destroyer Sabres	45cm 30cm (15cm) (bc)	2x AP4+/AT4+ 2x AT4+ Small Arms+1EA Assault Weapon+1EA	Damage Capacity 2, Invulnerable Save, Reinforced Armor, Walker. Critical Hit Effect: The unit is destroyed.
Bright Stallion	WE	35cm	5+	4+	5+	Star Cannon Stallion Laser Hooves	45cm 30cm (bc)	MW3+ 2x AP5+/AT5+ Assault Weapon+1EA	Damage Capacity 2, Invulnerable Save, Reinforced Armor, Walker. Critical Hit Effect: The unit is destroyed.
Colossal Carnosaur	WE	25cm	5+	3+	4+	Star cannon Pulse Laser Claws and Teeth	45cm 45cm (bc)	2x MW3+ 3x AP4+/AT4+ Assault Weapon+2 EA, MW	Damage Capacity 4, Fearless, Reinforced Armor, Walker. Critical Hit Effect: The unit may no longer move an additional Critical Hit kills the unit.

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIRE POWER	NOTES
Thunder Beast	WE	15cm	5+	4+	5+	Void Missile Launcher Tremor Cannon Sun Cannon	45cm 60cm 60cm	AP5+/AT6+/AA6+ 4BP, D, IC, L 2x MW2+	Damage Capacity 8, Leader, Reinforced Armor, Thick Rear Armor. Critical Hit Effect: The unit takes an extra damage point and staggers 1D6cm in random direction. Units in the way suffers a hit on 5+. If the unit moves into impassible terrain or a WE it stops.
Great Drake	WE	25cm	4+	3+	4+	Blazing Breath Blazing Breath Claws, Teeth and Tail	15cm (15cm) bc	2x MW5+ Small Arms+1 EA MW Assault Weapon+1 EA MW	Damage Capacity 3, Commander, Reinforced Armor, Fearless, Jump Pack
Corsair Void Nightwing Interceptor	AC	n/a	4+	n/a	n/a	Twin Bright Lance Twin Shuriken Cannon	30cm 30cm	AT4+/AA5+, FxF L AP4+/AA5+, FxF	
Corsair Void Dragon Phonix	AC	n/a	5+	n/a	n/a	Twin Star Cannon Twin Star Cannon Night Spinner	30cm 30cm 15cm	AT4+/AA5+, FxF MW3+, FxF 1BP, FxF, Disrupt	Reinforced Armor
Eclips Cruiser	SC	n/a	n/a	n/a	n/a	1x Orbital Bombardment 1x Pinpoint Attack	n/a n/a	3BP MW MW2+TK(D3)	Transport: May transport 8 Vampire Hunters and all units contained within them.

Special Rule: Hit and 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

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.

Web way 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).