

## **ELDAR EXODITE WORLD ARMY LIST**

### **Forces**

The Eldar Exodite World Army List uses the datasheets from the Exodite World Forces section.

### **Using The Army List**

Eldar Exodite 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 three 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 Exodite World Alley formations. A maximum of up to a third of the points available to the army may be spent on these formations.

Finally, Exodite World Individuals includes special 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 *Eldar Technology* (see *Eldar Technology*), *Knight Psychic Lance* (see *Knight Psychic Lance*) and *Megadons* (see *Megadons*).

**ELDAR EXODITE WORLD ARMY LIST**

Eldar Exodite World armies have a strategy rating of 4. All formations have an initiative rating of 2+.

<b>EXODITE WORLD INDIVIDUALS</b>			
<i>(Up to one of each type of individual may be taken per army.)</i>			
<b>TYPE</b>	<b>NOTES</b>		<b>COST</b>
0–1 Exodite Chieftain	0–1 Replace one Exodite Noble in the army with an Exodite Chieftain		+50 points
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 <i>Webway Portal</i> 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 <i>Walker</i> ability may use the Wraithgate to enter play.		+50 points

  

<b>EXODITE WORLD WARHOSTS</b>			
<b>FORMATION</b>	<b>UNITS</b>	<b>EXTRAS</b>	<b>COST</b>
Dragon Knight Warhost	Ten Raptor Dragoons	Replace any number of Raptor Dragoons with an equal number of Allo Light Assault for +10 points each Add one Exodite Noble character for +25 points	200 points
Warrior Warhost	One Exodite High-borns and nine Exodite Warriors	Add up to two Rangers for +25 points each Add three Ceratops Light Support for +50 points Add three Triceratops Assault for +125 points Add five Triceratops Transport for +150 points Add one Exodite Noble character for +25 points	225 points

  

<b>EXODITE WORLD TROUPES</b>			
<i>(Each warhost you include in the army allows you to field any two troupes.)</i>			
<b>FORMATION</b>	<b>UNITS</b>	<b>EXTRAS</b>	<b>COST</b>
Anklyo Troupe	Six Anklyo Support	Replace up to two Anklyo Support with an equal number of Anklyo AP/AA for free.	225 points
Superheavy Troupe	Two T-rex Superheavies	Add one T-rex Superheavy for +100 points Replace any number of T-rex Superheavies with an equal number of Brachiosaur Superheavies each for +25 points each Add one Exodite Noble character for +25 points	225 points
Support Troupe	Six Steg Assault	Replace up to two Steg Assaults with an equal number of Para AA for free Replace any number of Steg Assaults with an equal number of Para Support for +10 points each	300 points

  

<b>EXODITE WORLD ALLIES</b>			
<i>(Up to a third of the points available may be spent on these formations.)</i>			
<b>FORMATION</b>	<b>UNITS</b>		<b>COST</b>
Harlequin Troupe	Six Harlequins	None	250 points
Knights	Any three of the following units: Fire Gales, Towering Destroyers	Replace any number of units with an equal number of Bright Stallions for +50 points each	300 points
Nightwings	Two Nightwing Interceptors	Add one Nightwing Interceptor for +75 points	225 points
Phoenix	Two Phoenix Bombers	Add one Phoenix Bomber for +100 points	225 points

## EXODITE WORLD FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Exodite Chieftain	CH	n/a	n/a	n/a	n/a	Power Weapon	(bc)	Assault Weapons, EA(+1), MW	<i>Inspiring, Invulnerable Save, Supreme Commander.</i>
Exodite Noble	CH	n/a	n/a	n/a	n/a	Power Weapon	(bc)	Assault Weapons, EA(+1), MW	<i>Inspiring.</i>
Exodite High-borns	INF	15cm	4+	4+	5+	Laspistols	(15cm)	Small Arms	<i>Commander, Invulnerable Save, Leader.</i>
						Power Weapons	(bc)	Assault Weapons, EA(+1), MW	
Exodite Warriors	INF	15cm	-	5+	4+	Scatter Laser	30cm	AP5+/AT5+	<i>One unit in every two has a Scatter Laser.</i>
						Lasguns	(15cm)	Small Arms	
Harlequins	INF	20cm	5+	4+	4+	Shuriken Pistols	(15cm)	Small Arms	<i>Infiltrator, Teleport.</i>
						Riveblades	(bc)	Assault Weapons, EA(+1), FS	
Raptor Dragoons	INF	25cm	5+	3+	5+	Lasguns	(15cm)	Small Arms	<i>Scout.</i>
Rangers	INF	15cm	5+	6+	5+	Long Rifles	30cm	AP5+	<i>Scout, Sniper.</i>
Allo Light Assault	LV	25cm	4+	3+	4+	Twin Scatter Laser	30cm	AP4+/AT4+	<i>Scout.</i>
Ceratops Light Support	LV	20cm	5+	5+	4+	Fusion Cannon	15cm	MW4+	<i>Reinforced Armour.</i>
							and (15cm)	Small Arms, MW	
Para AA	LV	20cm	4+	5+	4+	Twin Eldar Missile Launcher	45cm	AP4+/AT5+/AA5+	<i>Reinforced Armour.</i>
Para Support	LV	20cm	4+	5+	5+	Prism Cannon	60cm	AP4+/AT2+, L	<i>Reinforced Armour.</i>
Steg Assault	LV	20cm	4+	4+	2+	Plasma Cannon	30cm	2× AP4+/AT4+	<i>Reinforced Armour.</i>
						Scatter Laser	30cm	AP5+/AT5+	
Anklyo AP/AA	AV	15cm	5+	4+	5+	Twin AA Cannon	30cm	AP4+/AA5+	<i>Thick Rear Armour.</i>
Anklyo Support	AV	15cm	5+	4+	5+	Plasma Mortar	45cm	AP5+/AT5+, Ind	<i>Thick Rear Armour.</i>
Triceratops Assault	AV	20cm	5+	3+	4+	Pulse Laser	45cm	2× AT4+	<i>Reinforced Armour, Thick Rear Armour.</i>
						Plasma Missile Launcher	45cm	AP5+/AT5+	
Triceratops Transport	AV	20cm	5+	3+	5+	Scatter Laser	30cm	AP5+/AT5+	<i>Reinforced Armour, Thick Rear Armour, Transport. May transport two infantry units (except Raptor Dragoons) without Jump Packs or Mounted.</i>
Brachiosaur Superheavy	WE	20cm	4+	5+	3+	2× Plasma Missile Launcher	45cm	AP5+/AT5+, FwA	<i>Damage Capacity 3, Webway Portal. Critical Hit Effect: : The unit takes a point of damage and moves 3D6cm in a random direction. If it moves into impassable terrain it stops and is destroyed. If it moves into another unit or units, it stops and one of those units suffers a macro-weapon hit.</i>
						4× Scatter Laser	30cm	AP5+/AT5+, FwA	
						Scatter Laser	30cm	AP5+/AT5+, RrA	
Bright Stallion	WE	30cm	5+	5+	4+	Revenant Pulse Laser	45cm	2× MW3+	<i>Damage Capacity 2, Holofield, Reinforced Armour, Walker. Critical Hit Effect: Destroyed.</i>
						Scatter Laser	30cm	AP5+/AT5+	
						Knight Psychic Lance	(15cm)	Small Arms, EA(+1), FS, IC	
Fire Gale	WE	25cm	5+	4+	4+	Knight Heavy Pulse Laser	45cm	2× AP4+/AT4+, L	<i>Damage Capacity 2, Holofield, Reinforced Armour, Walker. Critical Hit Effect: Destroyed.</i>
						Scatter Laser	30cm	AP5+/AT5+	
						Knight Psychic Lance	(15cm)	Small Arms, EA(+1), FS, IC	
Towering Destroyer	WE	25cm	5+	3+	5+	Knight Pulse Laser	45cm	2× AP5+/AT5+, L	<i>Damage Capacity 2, Holofield, Reinforced Armour, Walker. Critical Hit Effect: Destroyed.</i>
						Scatter Laser	30cm	AP5+/AT5+	
						Knight Psychic Lance	(15cm)	Small Arms, EA(+1), FS, IC	
						Knight Close Combat Weapons	(bc)	Assault Weapons, MW	

T-rex Superheavy	WE	20cm	4+	3+	4+	Plasma Cannon 2× Scatter Laser Fusion Cannon Teeth	30cm 30cm 15cm (15cm) (bc)	2× AP4+ /AT4+ AP5+ /AT5+, FwA MW4+, FwA Small Arms, MW Assault Weapons, EA(+1), MW	<i>Damage Capacity 3. Critical Hit Effect: : The unit takes a point of damage and moves 3D6cm in a random direction. If it moves into impassable terrain it stops and is destroyed. If it moves into another unit or units, it stops and one of those units suffers a macro-weapon hit.</i>
Nightwing Interceptor	AC	Fighter	4+	n/a	n/a	Twin Shuriken Cannon Twin Bright Lance	30cm 30cm	AP4+ /AA5+, FxF AT4+ /AA5+, FxF, L	
Phoenix Bomber	AC	Fighter- Bomber	5+	n/a	n/a	Twin Shuriken Cannon Pulse Laser Night Spinner	30cm 45cm 15cm	AP4+ /AA5+, FxF 2× AT4+, FxF 1BP, FxF, D	<i>Reinforced Armour.</i>

### SPECIAL RULE

#### *Hit & Run Tactics<sup>1</sup>*

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.

#### 1. Hit & Run Tactics

Q: In an Eldar formation takes a double action and moves, shoots and moves again can transported infantry disembark after the first one, shoot, and then be picked up as part of the second move?

A: Yes, so long as their transport is not popping up.

Q: If units from an Eldar formation are in an enemy's zone of control and take an advance or double action can they shoot first and then move?

A: Yes.

## SPECIAL RULE

### *Eldar Technology*<sup>2</sup>

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:

**Holo-field:** Eldar Titans are protected by a Holo-field 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! Holo-fields 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 Holo-field 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 Holo-field save. No Blast markers are placed for hits that are saved by a Holo-field.

**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).

## SPECIAL RULE

### *Knight Psychic Lance*

The Knight Psychic Lance may only be used if the unit's formation carried out an engage action.

## SPECIAL RULE

### *Megadons*

Exodite light vehicle, armored vehicle and war engine units do not take dangerous terrain tests. Fortification terrain features such as minefields or razorwire, and special terrain features such as lava flows affect them normally.

## 2. Eldar Technology

Q: Is a Holo-field affected by save modifiers (i.e. hits from sniper and crossfire)?

A: Yes.

Q: Can a formation enter play via a Webway Portal that is covered by, or is in the zone of control of, enemy units?

A: Yes, but the formation using it to enter play would have to carry out an engage action.

Q: What happens when a formation in reserve fails its action test and needs to enter play via a Webway Portal that is covered by, or is in the zone of control of, enemy units?

A: It takes a Blast marker, and may not take a hold action. It effectively loses its activation.