

Biel-Tan v4.0 Unit Reference

Characters, Infantry, Light Vehicles, and Armored Vehicles

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Autarch	CH	-	-	-	-	Autarch CCW Autarch Ranged Weapon	(base) (15cm)	Assault Weapons, Macro-weapon, EA+1 Small Arms, EA+1	Invulnerable Save, Supreme Commander, Inspiring.
Court of the Young King	CH	-	-	-	-	Ancient Weapons	(base)	Assault Weapons, Macro-weapon, EA +1	
Exarch	CH	-	-	-	-	Exarch CCW OR Exarch Ranged Weapon	(base) (15cm)	Assault Weapons, EA+1 Small arms, EA+1	Inspiring. Dire Avengers, Howling Banshees, Striking Scorpions, and Shining Spears Exarchs have Exarch CCWs. Dark Reaper, Fire Dragon, Swooping Hawk, and Warp Spider Exarchs have Exarch Ranged Weapons.

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Farseer	INF	15cm	4+	4+	5+	Shuriken Pistols Witchblades	(15cm) (base)	Small Arms Assault Weapons, Macro-weapon, EA+1	Commander, Invulnerable Save, Farsight.
Guardians	INF	15cm	-	6+	4+	Shuriken Catapults	(15cm)	Small Arms	
Heavy Weapons Platform	INF	15cm	-	6+	5+	Scatter Laser	30cm	AP5+/AT5+	
Jetbikes	INF	35cm	5+	6+	4+	Shuriken Catapults	(15cm)	Small Arms	Skimmer, Mounted.
Rangers	INF	15cm	5+	6+	5+	Shuriken Pistols Long Rifles	(15cm) 30cm	Small Arms AP5+	Scout, Sniper.
Support Weapons Platform	INF	15cm	-	6+	6+	D-Cannon	30cm	MW5+	
Wraithguard	INF	15cm	4+	4+	4+	Wraithcannon	15cm (15cm)	2x MW5+ AND Small Arms, EA+1	Reinforced Armor, Fearless.
Dark Reapers	INF	15cm	5+	6+	3+	Reaper Launchers	45cm	2x AP5+	
Dire Avengers	INF	15cm	5+	5+	4+	Shuriken Catapults	(15cm)	Small Arms, EA+1	
Fire Dragons	INF	15cm	5+	5+	4+	Fusion Guns	15cm (15cm)	MW5+ AND Small Arms, MW	
Howling Banshees	INF	15cm	5+	3+	5+	Shuriken Pistols Banshee Mask Power Swords	(15cm) (base) (base)	Small Arms Assault Weapon, First Strike Assault Weapon, Macro-Weapon (against INF only)	
Shining Spears	INF	35cm	4+	4+	5+	Power Lances	(base)	Assault Weapon, Lance	Skimmer, Mounted.
Striking Scorpions	INF	15cm	4+	4+	5+	Shuriken Pistols Mandiblasters	(15cm) (base)	Small Arms Assault Weapon, EA+1	
Swooping Hawks	INF	35cm	5+	5+	4+	Lasblasters	(15cm)	Small Arms	Jump Packs, Teleport, Scout.
Warp Spiders	INF	15cm	4+	5+	4+	Deathspinner	(15cm)	Small Arms	Jump Packs, Infiltrate, First Strike.

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Vyper Jetbikes	LV	35cm	4+	6+	5+	Scatter Laser	30cm	AP5+/AT5+	Skimmer.
War Walker	LV	20cm	6+	6+	5+	Scatter Laser Bright Lance	30cm 30cm	AP5+/AT5+ AT5+, Lance	Reinforced Armor, Walker, Scout.

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Falcon	AV	35cm	5+	6+	4+	Pulse Laser Scatter Laser	45cm 30cm	2x AT4+ AP5+/AT5+	Skimmer, Transport (one of the following: Farseer, Guardians, Dark Reapers, Dire Avengers, Fire Dragons, Howling Banshees, Striking Scorpions).
Fire Prism	AV	35cm	5+	6+	5+	Prism Cannon	60cm	AP4+/AT2+, Lance	Skimmer.
Firestorm	AV	35cm	5+	6+	4+	Firestorm Battery	45cm	AP5+/AT5+/AA4+	Skimmer, Transport (one of the following: Farseer, Guardians, Dark Reapers, Dire Avengers, Fire Dragons, Howling Banshees, Striking Scorpions).
Night Spinner	AV	35cm	5+	6+	5+	Night Spinner	45cm	BP1, Disrupt, Indirect Fire	Skimmer, Transport (one of the following: Farseer, Guardians, Dark Reapers, Dire Avengers, Fire Dragons, Howling Banshees, Striking Scorpions).
Wave Serpent	AV	35cm	5+	6+	4+	Twin Shuriken Cannon	30cm	AP4+	Reinforced Armor, Skimmer, Transport (one Wraithguard or two of the following, in any combination: Farseer, Guardians, Heavy Weapons Platform, Dark Reapers, Dire Avengers, Fire Dragons, Howling Banshees, Striking Scorpions).
Wraithlord	AV	15cm	4+	3+	4+	Power Fists Bright Lance	(base) 30cm	Assault Weapon, Macro-weapon, EA+1 AT5+, Lance	Reinforced Armor, Walker, Fearless.

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War Engines, Aircraft, and Spacecraft

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Avatar	WE	15cm	3+	2+	4+	Wailing Doom	30cm (base)	MW5+ AND Assault Weapon, Macro-weapon, EA+1	DC3. Invulnerable Save, Walker, Commander, Inspiring, Fearless. <u>Critical:</u> All Eldar formations with a unit in Line of Sight receive a blast marker.
Cobra	WE	25cm	5+	6+	5+	Cobra D-Cannon	30cm	2BP, TK(d3+1), Ignore Cover, Fixed Forward	DC3. Reinforced Armor, Skimmer. <u>Critical:</u> Destroyed. Any units within 5cm are hit on 6+.
						Shuriken Cannon	30cm	AP5+	
						Eldar Missile Launcher	45cm	AP5+/AT5+/AA6+	
Phantom Titan	WE	25cm	5+	3+	3+	2x Twin Eldar Missile Launcher	45cm	AP4+/AT5+/AA5+	DC6. Holo-field, Reinforced Armor, Walker, Leader, Fearless. May step over dangerous and impassible terrain that is lower than the titan's knees and up to 2cm wide. <u>Critical:</u> Titan loses Holo-field. Any additional criticals deal an additional point of damage.
						1-2x Titan Pulsar	75cm (base)	3x MW3+, TK(1)	
						0-1x Power Fist	15cm	Assault Weapons, TK(d3), EA+2 OR Small Arms, EA+3 OR	
							30cm	6x AP4+/AT4+	
Revenant Titan	WE	35cm	5+	4+	4+	2x Revenant Pulse Laser	45cm	2x MW3+	DC3. Holo-field, Walker, Jump Packs, Fearless. May step over dangerous and impassible terrain that is lower than the titan's knees and up to 2cm wide. <u>Critical:</u> Titan loses Holo-field. Any additional criticals deal an additional point of damage.
						2x Eldar Missile Launcher	45cm	AP5+/AT6+/AA6+	
Scorpion	WE	25cm	5+	6+	5+	Twin Pulsar	60cm	3x MW2+	DC3. Reinforced Armor, Skimmer. <u>Critical:</u> Destroyed. Any units within 5cm are hit on 6+.
						Shuriken Cannon	30cm	AP5+	
Storm Serpent	WE	25cm	5+	6+	4+	Storm Serpent Pulse Laser	45cm	2x AT3+	DC3. Reinforced Armor, Skimmer, Wraithgate. Wraithgates may only be used by formations made up exclusively of INF, LV's, and AV units with Walker. <u>Critical:</u> Destroyed. Any units within 5cm are hit on 6+.
						Scatter Laser	30cm	AP5+	
Void Spinner	WE	25cm	5+	6+	5+	Void Spinner Array	60cm	3BP, Disrupt, Indirect Fire	DC3. Reinforced Armor, Skimmer. <u>Critical:</u> Destroyed. Any units within 5cm are hit on 6+.
Warlock Titan	WE	25cm	5+	3+	3+	2x Twin Eldar Missile Launcher	45cm	AP4+/AT5+/AA5+	DC6. Holo-field, Reinforced Armor, Walker, Leader, Fearless. May step over dangerous and impassible terrain that is lower than the titan's knees and up to 2cm wide. <u>Critical:</u> Titan loses Holo-field. Any additional criticals deal an additional point of damage.
						Psychic Lance	15cm	Small Arms, TK(d3), EA+2 AND	
							30cm	3BP, TK(d3), Disrupt, Ignore Cover	
						0-1x Titan Pulsar	75cm (base)	3x MW3+, TK(1)	
						0-1x Power Fist	15cm (base)	Assault Weapons, TK(d3), EA+2 OR Small Arms, EA+3 OR	
	30cm	6x AP4+/AT4+							

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Nightwing	AC	F	4+	-	-	Twin Shuriken Cannon Twin Bright Lances	30cm 30cm	AP4+/AA5+, FxF AT4+/AA5+, Lance, FxF	
Phoenix Bomber	AC	F/B	5+	-	-	Night Spinner	15cm	1BP, Disrupt, FxF	Reinforced Armor.
						Twin Shuriken Cannon	30cm	AP4+/AA5+, FxF	
						Phoenix Pulse Laser	45cm	2xAT4+, FxF	
Vampire Raider	AC/ WE	B	5+	6+	4+	Scatter Laser	30cm	AP5+/AT5+/AA5+, FxF	DC2. Reinforced Armor, Planetfall, Transport (eight of the following, in any combination: Far-seer, Guardians, Heavy Weapons Platform, Rangers, Support Weapon Platform, Wraithguard, Dark Reapers, Dire Avengers, Fire Dragons, Howling Banshees, Striking Scorpions, Swooping Hawks, Warp Spiders). <u>Critical:</u> Destroyed.
						2x Vampire Pulse Laser	45cm	2x AT4+, FxF	

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Dragonship	SC	-	-	-	-	Orbital Bombardment OR	-	8BP, MW	Transport (12 Vampires and all units transported in them). You must choose which weapon to use at the start of the battle, when you choose which turn the spacecraft will arrive on. Record it alongside the turn of arrival.
						2x Pinpoint Attack	-	MW2+, TK(d3)	
Wraithship	SC	-	-	-	-	Orbital Bombardment OR Pinpoint Attack	- -	4BP, MW MW2+, TK(d3)	You must choose which weapon to use at the start of the battle, when you choose which turn the spacecraft will arrive on. Record it alongside the turn of arrival.

Alaitoc v3.0 Unit Reference

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Pathfinder	INF	20cm	5+	6+	5+	Shuriken Pistols Long Rifle	(15cm) 30cm	Small Arms AP5+	Invulnerable Save, Teleport, Scout, Sniper

Iyanden v4.0 Unit Reference

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Wraithseer	CH	-	-	-	-	Singing Spear	(15cm) (base)	Small Arms, EA+1 Assault Weapon, Macro-weapon, EA+1	Invulnerable Save, Farsight. A Spiritseer adds +1 to the initiative rolls of any Spirit Warrior formation they are part of.
Spiritseer	CH	-	-	-	-	Singing Spear	(15cm) (base)	Small Arms, EA+1 Assault Weapon, Macro-weapon, EA+1	Invulnerable Save, Supreme Commander, Farsight. May summon the Avatar. A Spiritseer adds +1 to the initiative rolls of any Spirit Warrior formation they are part of.

Saim-Hann v4.0 Unit Reference

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Mounted Farseer	CH	-	-	-	-	Witchblade	(base)	Assault Weapon, Macro-weapon, EA+1	Invulnerable Save, Farsight, Commander. May summon the Avatar.
Wild Riders	INF	35cm	4+	4+	5+	Eldar Close Combat Weapons Shuriken Catapults	(base) (15cm)	Assault Weapon, EA+1 Small Arms	Skimmer, Mounted, Leader
Hornet	LV	40cm	4+	6+	5+	Twin Pulse Lasers	45cm	2x AT3+	Skimmer, Scout
Vampire Hunter	AC/ WE	B	5+	6+	4+	Hunter Twin Pulsar Scatter Laser Twin Eldar Missile Launcher	30cm 30cm 45cm	2x MW2+, FxF AP5+/AT5+/AA5+, FxF AP4+/AT5+/AA5+, FxF	DC2. Reinforced Armor, Planetfall. Critical: Destroyed.

Ulthwé v4.0 Unit Reference

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Spear of Khaine	CH	-	-	-	-	Singing Spear	(15cm) (base)	Small Arms, EA+1 Assault Weapon, Macro-weapon, EA+1	
Seer Council	INF	15cm	4+	4+	4+	Witchblades Eldar Psychic Powers	(base) (15cm)	Small Arms, Macro-weapon, EA+1 Assault Weapon, Macro-weapon, EA+1	Reinforced Armor, Invulnerable Save, Supreme Commander, Farsight.