

Version 2.0 English

# CRAFTWORLD ELDARS



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# TABLE OF CONTENTS

<b>HISTORY: DOOM OF THE ELDARS</b>	Page 03
<b>SPECIAL RULES</b>	Page 05
Leadership & movement	Page 05
Blast markers, gravity wells & holofields	Page 05
Eldar craftworlds armament	Page 06
Eldar craftworlds ships critical hit tables	Page 07
Ghostships	Page 08
The craftworld's & the outcasts	Page 10
<b>ELDAR CRAFTWORLDS VESSELS</b>	Page 11
<b>FLEET LISTS</b>	Page 23
<b>ADDITIONAL CAMPAIGN RULES</b>	Page 27
<b>ANNEX 1: Legendary ships</b>	Page 31
<b>ANNEX 2: Craftworld Iyanden</b>	Page 45

# HISTORY: DOOM OF THE ELДАР

Although Eldar Corsairs are a constant threat to merchant shipping, they very rarely pose a major threat to Imperial battlefleets. The same cannot be said of the dozens of fleets of Eldar ships that protect each Eldar Craftworld. Each of these Craftworld warfleets is a deadly and highly potent force that is capable of laying waste to an entire sub-sector.

## The Craftworlds

Craftworlds, though spacecraft, are vast beyond comprehension. They are not merely huge capital ships ploughing through space with a surrounding escort of smaller vessels. They are not even akin to vast cities, as some of the largest star forts of the Imperium might be considered, but rather are immense spacefaring worlds accompanied by vast armadas, the likes of which might otherwise be set aside to defend an entire system or even sub-sector. Whole battlefleets cluster around key points and stations all across the thousands of miles of the craftworld's exterior as smaller, nimbler craft rush and surge across its surface in a constant shimmering patrol.

Beneath this dizzying tide of vessels, under clear crystalline domes through which ground and stars might gaze upon one another, the Eldar live their lives aboard these spaceborne worlds. Since the Fall of their race and the decline of their empire, those Eldar who seek to continue their ancient way of life have done so aboard these craftworlds, on an aeons long course across the galaxy, as much in flight as in search of any kind of destination, for the Eldar race is a dying one, and even the exodus of these great craftworlds will do little to avert that.

## The Webway

With such gargantuan vessels at their control, it may seem surprising that the Eldar rely upon a fleet at all, but the craftworlds should not be considered ships in any real sense of the word. Mobile they may be, but their own vast size makes them far too massive and cumbersome a proposition to involve directly in any fighting. Instead a craftworld's army must be delivered to distant battles by means of the warfleets of the Eldar, and more specifically by the Eldar's ancient Webway.

The Webway is a legacy from the days when the Eldar ruled the galaxy from the many trading ships which would later form the beginnings of the craftworlds themselves. In these merchant vessels the Eldar journeyed across the galaxy through a series of intricately connected warp tunnels, returning to real space by means of warp portals or 'wraithgates' which the Eldar had seeded across the stars.

By means of this Webway the Eldar could move almost unhindered throughout the galaxy. It is still this same ancient system which the Eldar use when moving their armies to war.

The Webway is not perfect, however, and the birth of the Great Enemy, Slaanesh, did much to make its use hazardous to the Eldar. Many portals had to be permanently sealed to prevent the forces of Chaos spilling from the Warp, and the millennia of struggle which the Eldar have since endured continues to diminish the once great extent of their Webway.

## The Craftworld at War

It is possible for an Eldar to simply traverse the Webway on foot, moving directly from a craftworld to a wraithgate on some far distant world. Such portals, however, are invariably far too small to quickly deploy an entire army, and hence such methods are used by few amongst the Eldar – only the Rangers, the Harlequins and other distant wanderers tread these slender paths.

On occasion however, the Eldar's destiny will draw them to fight on a world disconnected from the Webway by the millennia of tragedy which have befallen the Eldar. The Eldar warhosts may be dispatched aboard vast wings of Eldar attack craft – Vampire Raiders and the like – which are able to ferry substantial forces rapidly via the Webway. At other times, a force so vast may be required that the aircraft and skimmers of the Eldar army itself are insufficient. It is at such times that the Eldar battlefleets will be readied.

The warhosts of the Eldar will assemble aboard the fleet, which will then depart the craftworld, itself using the webway. As such, a craftworld's docks are not really simple holding areas for its fleet, but rather they are immense wraithgates attached to the craftworld itself from where the fleet may enter the Webway. Such a fleet is then able to exit the Webway by another point elsewhere in the depths of space using are the largest of the Eldar's wraithgates – portals so sizeable that whole fleets may emerge from them when activated.

These journeys may bring a fleet into orbit directly around their chosen destination, or it may be necessary for them to emerge some distance away, but either way the pace of which Eldar vessels are capable of moving means they will descend upon their target very swiftly indeed.



# HISTORY: DOOM OF THE ELДАР

Eldar fleets employ the Webway in this manner in order to launch horrifyingly sudden attacks upon unsuspecting enemy vessels, emerging from the Warp while their enemy remains unready and ill-prepared for battle.

When it is the Eldar's will to attack a world, the emerging fleet will take up position around their chosen planet as quickly as possible. The largest craft in an Eldar warfleet possess internal wraithgates, through which they can swiftly deploy their armies to the ground while at the same time providing orbital support and further landings from their notoriously fast attack craft. If the world to be attacked no longer possesses any viable warp portals, the Eldar will instead descend upon it in a howling flock of Vampire Raiders, Phoenix bombers and Nightwing fighters, tearing apart their enemies so rapidly that defence is all but an impossibility.

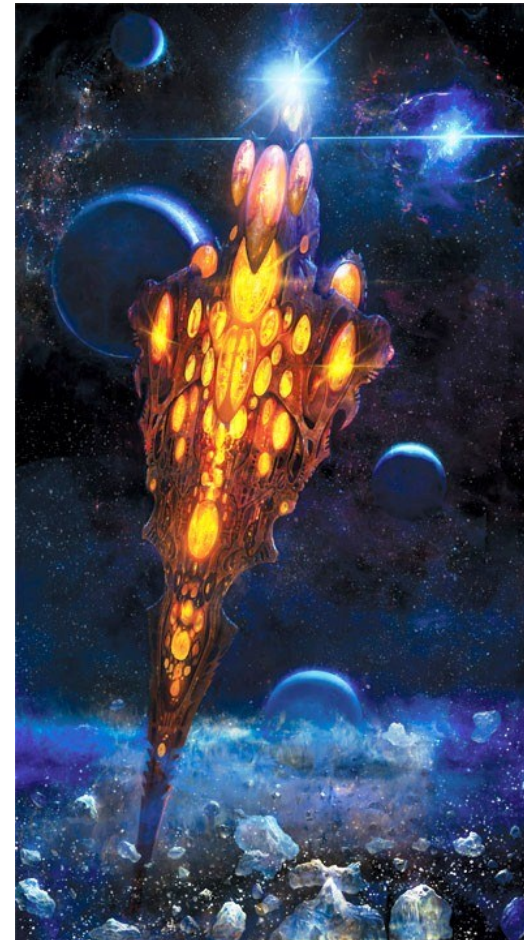
A craftworld's course is also aided greatly by the many wraithgates spread across the stars. As a craftworld's Seers scrye out its course, small shoals of Shadowhunters move far ahead through the Webway, hunting out potential enemies and scouring the way clear. If encountered, enemy fleets or patrols who may present a danger to the craftworld's safe passage will likely find themselves the unsuspecting targets of the Eldar's powerful warships long before even becoming aware of the craftworld's imminent arrival.

## The Eldar Warfleets

The sheer size of a craftworld means that each individual vessel possesses several full battlefleets, stationed at convenient points along the craftworld as it journeys through space. Each fleet might typically number from ten to twenty warships and is commanded by an Eldar Admiral, though it will inevitably also rely greatly on advice and counsel from the craftworld's Seers. The vessels themselves are crewed by those Eldar who have chosen the Path of the Mariner, symbolised by the blue and white feathered birds of Eldar myth who guide the Eldar southward and westward over the seas. Helmsmen and Wayfarers, dedicated specialists within this path, each provide their own valuable skills as part of a vessel's crew, allowing the Eldar to navigate the Webway with a mastery unknown to most.

The Shadowhunter patrols usually remain independent of these battlefleets, moving to and fro about the craftworld as they please. These smaller vessels lack the dedicated crews of the larger capital ships and are often crewed by those Guardians who were once embarked upon the Path of the Mariner. The compact size and customary agility of these sleek escorts allows them to approach much closer to the craftworld than would be expected for true spacecraft.

Shadowhunters put these unique traits to good use as they defend the craftworld's delicate wraithbone exterior from encroaching asteroids or space junk which might be attracted by the force of gravity, blasting such interlopers into pieces small enough to rain harmlessly down on the craftworld below. At other times the Shadowhunters can be seen playfully stalking the Eldar fighters which patrol the craftworld's lower atmosphere, tracking and chasing the smaller vessels with a precision unthinkable for escort sized vessels. As need dictates, small groups of Shadowhunters will eschew their normal role, band together and join their larger counterparts in defence of the craftworld.



# ELDAR CRAFTWORLDS SPECIAL RULES

The following rules does include FaQ 2007 Eldar section but not FaQ 2010 one.

## ELDAR LEADERSHIP

All Eldar ships add +1 to the Leadership score generated on the Leadership table on page 10, giving them a Leadership value between 7 and 10.

## ELDAR SHIP MOVEMENT

Due to their unique method of movement, the Eldar may not use the following special orders: All Ahead Full, Burn Retros, Come To New Heading. Note: because Eldar ships cannot use All Ahead Full special orders, they also may not ram.

The movement rules below replace the normal movement rules for Eldar ships. Assume anything not modified below applies normally to the Eldar. Eldar ships move in their Movement phase and in the Ordnance phase of their own turn. Note that they do not move in the Ordnance phase of the enemy's turn.

Before an Eldar ship moves, it may turn to face any direction. It always turns before it moves and then remains facing in that direction until the start of its next move. If under Lock-On special orders, Eldar ships cannot turn for BOTH their movement phases.

Work out the speed an Eldar ship can move at after it has turned. Its speed depends on its facing towards the sunward table edge. All Eldar ships have three speeds (for example, 10/20/30). The first is used if the sunward table edge is in the Eldar ship's front fire arc; the second is used if the sunward table edge is in its rear fire arc; and the third is used if the sunward table edge is in its left or right fire arcs. If the sunward table edge lies on the line between two fire arcs, the Eldar player may choose which he uses.

Eldar ships have no minimum move distances. They move from zero up to the maximum distance allowed by the direction of the sun. After their initial turn they travel in a straight line and may not make additional turns as they move.



*A Hellebore class escort has Speed 10/20/30. At the start of its move, it turns in the direction shown, so that the sunward table edge is in its left fire arc. This gives it a speed of 30cm. It can then move up to 30cm straight ahead.*

As noted before, the Eldar move twice in each of their turns. The second move is made in the Ordnance phase after any ordnance is moved, but apart from this all the rules described for Eldar movement will apply.

An Eldar vessel intending to board an opponent may do so in either movement phase, but it may not shoot or launch ordnance before doing so. If it boards in its movement phase, it may not make its second movement.

## BLAST MARKERS AND GRAVITY WELLS

Eldar are affected by Blast markers in the same way as other ships without shields – they will take a point of damage on a D6 roll of 6 and reduce their speed by 5cm that turn. Gravity wells allow Eldar to curve their normally straight line move round the planet and so the ship may make a free turn towards the planet at the end of its move (since it can turn in any direction at the start, there is no additional benefit at the start of its move).

## HOLOFIELDS

Against attacks that use the Gunnery table, the holo-fields cause one column shift to the right, in addition to any other column shifts for range or Blast markers and it does not modify rolls to hit beyond the far right end of the table. Against ALL strength-based weapons, Nova Cannon shots, any ordnance attacks and any kind of hit and run attacks, ramming and boarding, roll to hit an Eldar ship as normal, but the Eldar player may then make a saving roll for his holo-fields:

D6	RESULTS
1	Hit! Score a hit on the ship
2-6	Missed! Place a Blast marker in contact with the ship

When protecting against damage (except against weapons that use the gunnery table), Holo-fields roll its save once against each successful attack, whether it be from lance fire, ordnance hits, etc. In other words, its rolls once against a ramming attack, once against each Nova Cannon shot, and once against each hit imparted by ordnance attacks, Hit and Run attacks, etc.

Holo-fields do NOT protect against hits caused by blast markers, celestial phenomena nor any area effects such as Warp Drive implosions, Necron Star pulse generator and Sepulchre, Chaos Marks of Slannesh, etc.

Eldar must determine if they wish to brace against damage they may face BEFORE rolling their holo-field save.

# ELDAR CRAFTWORLDS SPECIAL RULES

## Eldar Weapons

Eldar ships carry three main weapon systems which are described below:

### Pulsar Lance

Pulsar lances fire volleys of high energy laser bolts. These count as lance shots, and hit on a 4+ no matter what the target's armour. However, if a pulsar lance shot hits, then you may roll to hit again and you may keep on rolling to hit until you miss or the lance has scored a total of 3 hits.

When locked-on, Eldar Pulsars re-roll EACH miss until either up to three hits is scored or a miss is missed again.

### Weapon Batteries

Eldar weapons batteries are short-ranged weapons that unleash a torrent of fire. They employ sophisticated targeting systems which make them very accurate even at extreme angles of attack. To represent their accuracy, Eldar weapons batteries count all targets as 'closing' on the Gunnery table, no matter what the target's actual aspect is. This aside, all the normal rules apply.

### Torpedoes

Eldar torpedoes use sophisticated targeting scrambling systems to make themselves virtually undetectable until they strike. To represent this, defensive turrets only hit Eldar torpedoes on a roll of 6, rather than on a roll of 4, 5, or 6 as is normally the case.

In addition, the highly accurate targeting sensors on Eldar torpedoes allow you to re-roll the dice to hit for any torpedo that misses a target on the first attempt.

### Phantom Lance

Although larger capital ships employ the powerful Pulsar lance, the vast energy arrays required to power such weaponry are far too large to be mounted on the necessarily swift and nimble Shadowhunters. Instead, smaller Eldar vessels are armed with the Phantom lance – a less powerful version of the same Eldar laser technology. Phantom lances count as typical lances in every respect (ie. no multiple shots).

## Aspect Warrior Fighting Crews

Unlike Eldar Pirates, who rely on the same self-serving rogues who crew their ships to conduct raids and boarding actions, Eldar craftworld vessels are able to go to war carrying hosts of Eldar Aspect Warriors who form fighting crews aboard their ships. Many of the Aspect Warrior shrines excel at the kind of rapid assaults which are ideally suited to teleport and other hit-and-run attacks and hence specialise in attacking enemy vessels in this manner. Certain ships in an Eldar fleet are permitted to carry Aspect Warrior Fighting Crews as chosen from the fleet list. Ships with Aspect Warrior Fighting Crews add +2 to their dice roll when fighting in a boarding action, or +1 to the dice roll when conducting a hit-and-run attack (normally a teleport attack, since the Eldar do not have access to boarding torpedoes or assault boats).





# ELDAR CRAFTWORLDS SPECIAL RULES

## ELDAR CRITICAL HITS

Any hit on an Eldar ship causes critical damage on a D6 roll of 4+, rather than the usual 6+. Roll 2D6 on the following Eldar Critical Hits table, rather than the standard Critical Hits table.

2D6	DAMAGE	RESULT AT
2	+0	<b>Infinity circuit damaged:</b> The ship's infinity circuit, which aids control and internal communications, is damaged by the hit. The ship's Leadership is reduced by -1 until the damage can be repaired.
3	+0	<b>Keel armament damaged:</b> The keel armament is taken off line by the hit and may not fire until it has been repaired.
4	+0	<b>Prow armament damaged:</b> The ship's prow is ripped open. Its prow armament may not fire until it has been repaired.
5	+0	<b>Mast lines severed:</b> The systems that allow the ship to alter the angle of the sails and turn swiftly are broken by the hit. Until the damage is repaired, the ship may only turn up to 90° before it moves.
6	+0	<b>Mainsail scarred:</b> The ship's main solar sail suffers surface damage, reducing the amount of energy it can store. Each of the ship's speeds is reduced by 5cm until the sail is repaired.
7	+1	<b>Superstructure damaged:</b> The hit tears into the ship, causing a small breach. Excess strain on the ship's hull could increase the damage. Until the damage is repaired, roll a dice every time the ship turns over 45°. On a roll of 1, the ship suffers 1 extra point of damage.
8	+0	<b>Mainsail shredded:</b> The solar cells of the mainsail are torn to tatters by the hit. The ship cannot move in the Ordnance phase until the damage is repaired.
9	+1	<b>Infinity circuit smashed:</b> The fine crystal matrix of the infinity circuit is shattered by the hit. The ship's Leadership is reduced by -3. This damage may not be repaired.
10	+0	<b>Holofield generators destroyed:</b> The holo-field generators are smashed beyond repair by the hit. The ship no longer benefits from its holo-fields. This damage may not be repaired.
11	+D3	<b>Hull breach:</b> A huge gash is torn in the ship's hull, causing carnage among the crew.
12	+D6	<b>Bulkhead collapse:</b> Internal pillars buckle and twist, whole compartments crumple with a scream of tortured metal, just pray that some of the ship holds together.

Note: If a ship take multiples critical hits in the same section, all hits must be repaired before the system can operate again. If a critical hit result cannot apply or if new critical hits affect an un-repairable location, apply the next result in the table (eg Holofied generators destroyed location hit again, apply hull breach).



# GHOSTSHIPS.....Points Varies

## WHAT ARE GHOSTSHIPS

Ghostships are those vessels which, through the long slow dying-years of the Eldar race, have reached the point of near-abandonment through loss of crew. Into these vessels the Seers of Iyanden incorporate spirit stones – sacred reliquaries bearing the souls of those Eldar already lost in the struggle for survival. Sometimes Ghostships will be entirely without living crew, perhaps even imbued with the spirit stones of their original pilots, gunners and navigators, continuing to guide their race through the stars even beyond death. Sometimes the Ghostships will bear spirit stones of much older Eldar, some perhaps even with memories of the Fall, unceremoniously denied peace by the desperate hardship their people still face. For the living crew of Ghostships, the presence of these ineffable ancestor-souls creates an equally daunting and empowering burden of expectation.

These spirit stones bring sentience to the living, but otherwise unthinking, wraithbone from which all Eldar vessels are constructed – a curious amalgam of the living, the inanimate and the undying. The spirit stones allow the Ghostships to function with an impossibly tiny number of crew and, when combined with the living wraithbone of their vessels, make Ghostships exceptionally resilient. Their formless thoughts are far harder to destroy than the frail bodies of living pilots, able to simply flit from one transient vein to another. They are at complete freedom within these wraithbone skeletons, diverting both reliance and function to almost any location on the ship should any given system become damaged. But the reliance which the Eldar of Iyanden have to come to place upon Ghostships is not without difficulty. Spirit stones are already ancient and possess the temper of souls that should already be at rest, seemingly winsome and vacant, distant and unresponsive if left to simply wander the infinity circuits away from the will of the living Eldar Seers who bind and direct them in unlife.

In order to function, a Ghostship must always be commanded by a Spiritseer – a powerful Eldar psyker who has chosen to dedicate his powers to communing with the dead. Spiritseers are some of the most lonely and sinister members of a craftworld, required, as they frequently are, to spend periods of time alone aboard Ghostships, surrounded by nothing more than the souls of the reluctant dead.

## USING GHOSTSHIPS

Ghostships do not represent a particular class of vessel, but rather they are those vessels which are substantially controlled by spirit stones, having only a small or even non-existent living crew. The use of Ghostships is strongly disliked by the Eldar, since it requires disturbing the spirits of the dead and forcing them to return once more to battle that they might aid their living kin. It is for this reason that the vessels are known as Ghostships, representing an undeniably powerful entity which straddles the boundary between life and death, yet equally represents a force that the Eldar would be wise to leave undisturbed in all but the most dire of circumstances. The Tyranid invasion and the ensuing decimation of the population make Ghostships an abhorrent necessity to the Eldar of Iyanden, however, and they are a far more common component of the Craftworld’s fleets than the Eldar would wish. Any vessel in an Iyanden fleet may be converted to a Ghostship. Ghostships use the following special rules:

### Leadership

Ghostships have normal Eldar leadership.

### Special Orders

Ghostships are able go onto special orders in just the same manner as other vessels, however there is always a danger that the spectral and deathly manner in which these vessels interact with the real universe will distract them and turn their attention away from the battle at hand. If a Ghostship fails a Command check for a special order, it not only fails to go onto the special order, but may also do nothing this turn. If the failed check is as a result of attempting to go onto Brace for Impact orders at another point during the turn, the Ghostship may do nothing during its next turn instead. When you fail a Command check for a Ghostship you may not make any further Command checks for other Ghostships during the same turn. You may, however, continue to give special orders to other ‘crewed’ vessels in the fleet (until, of course, you fail a Command check with one of them as well).





# GHOSHSHIPS.....Points Varies

**Deathless**

Ghostships require none of the more delicate systems required to support a living crew, and the ease with which the interred spirits move throughout the wraithbone arteries of the vessel means that even when badly damaged the vessel is still able to function effectively. By the normal fragile standards of the Eldar, Ghostships present a fairly sturdy proposition. Ghostships, unlike other Eldar vessels, only suffer a critical hit on a roll of a 6 (not a 4, 5 or 6 as is usually the case with Eldar vessels).

**Uncrewed**

Since Ghostships are piloted by the spirits of long-dead Eldar warriors, their crews are either small or non-existent. For this reason:

- Ghostships may not contain Aspect Warrior fighting crews.

- Ghostships may not be armed with launch bays.
- Ghostships may not launch boarding actions, or hit-and-run attacks of any form.
- Enemy boarding a Ghostship gain a +1 modifier in the boarding action, in addition to other modifiers.
- Enemy making a hit-and-run attack against Ghostships add +1 to their dice roll.
- Ghostships roll only half the normal number of dice when undertaking damage control in the End phase (before halving it again for Blast markers, if appropriate).



# THE CRAFTWORLD'S & THE OUTCASTS

The Eldar are an incredibly ancient race, who once ruled a vast empire across the stars. Then came the hideous times of the fall, when the Eldar were consumed by their own decadence and fell from power. The few who survived were scattered across the stars in their vast Craftworlds - vessels as large as worlds which now stand as the Eldar race's last remaining havens.

It is impossible to say with certainty how many Craftworlds there are. They were built many millennia ago in great urgency and in times of unimaginable peril. The turmoil and confusion which preceded the destruction of the Eldar worlds was great. All higher government had long since ceased to operate, and it was only thanks to the heroic actions of a few far-sighted individuals that the Craftworlds were built at all.

### The Eldar Path

Aware that it was the ineffable power of their own whims and desires which had so wantonly brought about their downfall, the survivors, the Eldar of the Craftworlds, have developed a way to control their own inner natures. Every Eldar chooses for himself a discipline which he then makes it his task to master. It may take years to successfully accomplish this, perhaps more than a single human lifetime. Each discipline is rightly called a path, and each path may necessitate further choices and specialisations. For example, the Path of the Warrior has many Aspects, and whilst all enable the Eldar to master the skills of combat, each Warrior Aspect brings with it its own special techniques and abilities. Other paths include that of the Bonesinger, as the psycho-technicians of the Craftworlds are called, who craft wraithbone and other psycho-plastic materials to fashion the material artifacts of the Eldar. There are innumerable paths, some chosen but rarely, each offering its followers a complete way of life.

### Outcasts & the Path

Sometimes the rigid constraints of the Eldar path are intolerable even for an Eldar to bear; such individuals leave their Craftworlds and become known as Outcasts. Many Eldar spend years or decades as Outcasts before they return to the Eldar path. Outcasts must bear the terrible burden of their heightened Eldar consciousness without the protection of the Eldar path. Set free within the universe they are dangerously vulnerable. Only Eldar of especially strong character can survive for long as Outcasts. After years of adventure and wandering, or sailing the seas of space aboard the pirate fleets, most Eldar eventually return to the sanctuary of the Eldar path.

Eldar Pirates are outcasts – Eldar who have turned away from the Path and abandoned their craftworld. These Eldritch Raiders live quite apart from the orderly, disciplined Eldar of the Craftworlds forming ravenous bands of pirates, corsairs and raiders. As with other outcasts, some of these eventually return to the Path, or may retain some ties to their original craftworld. However, the wilful and unaccountable actions of the Outcasts stand far apart from the carefully scryed and considered actions of the Craftworld Eldar, and for the most part the Farseers show great reluctance for their own peoples to mix with the wayward and dangerous Outcasts.

### Combining Eldar Craftworld and Corsair Vessels

Outright alliance between fleets acting on the will of a Craftworld's Seers and the more volatile, self-serving Eldar Corsairs is relatively rare, but certainly not unknown. It does, however, usually only occur when a knowledgeable leader of great influence is present, able to both satisfy the careful measured desires of the Seers yet at the same time prove his might to the more aggressive pirates. Such leaders, like the legendary Yriel, are rare, but the fleets they command are invariably powerful.

Ordinarily, Craftworld Eldar fleets CANNOT use the Reserves rules to pick ships from a Corsair fleet (nor vice versa). To use a mixed Craftworld and Corsair fleet, you must first choose to use ONE particular Eldar fleet list. In place of that fleet's normal Fleet Commander option, you must then choose an Eldar Hero (listed below). The presence of an Eldar Hero then entitles your fleet to take ships from the 'other' Eldar list (i.e. reserve Corsair ships if your fleet is a Craftworld Eldar fleet, reserve Craftworld Eldar ships if your fleet is made up of Corsairs).

### FLEET COMMANDER

#### Eldar Hero

Your fleet may be led by an Eldar Hero, in place of its normal fleet commander.

Eldar Hero (Ld 10) . . . . . 150 pts

You may purchase re-rolls for your Eldar Hero by paying the cost listed below:

- One re-roll . . . . . 50 pts
- Two re-rolls . . . . . 75 pts
- Three re-rolls . . . . . 100 pts

White Eldar Runes

White Eldar Runes

# ELDAR CRAFTWORLDS VESSELS

White Eldar Runes

White Eldar Runes



White Eldar Runes

White Eldar Runes

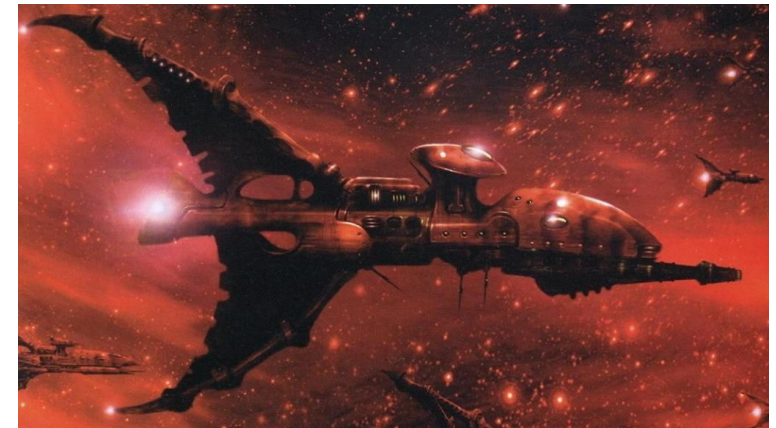
White Eldar Runes

White Eldar Runes



# SHADOWHUNTER CLASS DESTROYER.....40 Pts

Shadowhunters are the smallest type of vessel employed by Iyanden, operating in vast shoals which shimmer and weave a short distance above the craftworld's surface as it ploughs through space. These Shadowhunter packs function as a constant patrol, guarding the approach of friendly vessels coming into dock, or spinning and bobbing around the craftworld with horrifying speed to drive off would-be attackers at a proximity where larger vessels would find it difficult to function effectively. Because of this defensive role, Shadowhunters have a very limited range, designed as they are to repel attackers which manage to actually approach the craftworld itself. Weapons and power systems on the Shadowhunters are correspondingly compact, making the Shadowhunter one of the nimblest and most agile of vessels, even by Eldar standards. Shadowhunters are so nimble, in fact, that they are capable of pursuing their enemy so closely that even enemy attack craft find it hard to evade them. During the Tyranid invasion of Iyanden, Shadowhunters typically formed a last line of defence close to the craftworld, while the larger vessels broke down the main Tyranid waves in deep space. The scattered remnants of these waves which were able to pass the Eldar cruisers and approach the craftworld were then easy pickings for the nimble Shadowhunters. As more and more waves of Tyranids descended on the craftworld, however, the Eldar fleet was overwhelmed by sheer weight of numbers, forcing the Shadowhunters to disperse and join their larger counterparts in fighting desperate counteractions in the depths of space.



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	15/20/30cm	Spécial	Holofields	4+	0
ARMAMENT		RANGE/SPEED	FIREPOWER/STR	FIRE ARC	
Choose one of the following weapons for each Shadowhunter in the fleet					
Prow Shadow Lance		30 cm	1	Front	
Prow Weapons Battery		30 cm	3	Front	

**Special Rules:** Shadowhunters are so nimble that they can even pursue attack craft with ease, harrying the smaller vessels with an agility impossible for other escorts.

- When Shadowhunter's direct fire at ordnance they always hit on a 4+ (rather than the normal 6+). The number of dice to roll is still calculated in the normal manner (ie. lances roll one dice per point of Strength, weapons batteries use the Gunnery table)
- **FAQ 2010 (Replace above rule):** When coming in base contact with any attack craft, they may re-roll a failed holofield save (the second roll stands). This effect only works against attack craft, and markers that behave only as fighters are still ignored normally. Due to their extremely small size and crew complement, Shadowhunters cannot initiate boarding actions. A ship that successfully boards a Shadowhunter gains a +1 modifier in addition to any other modifiers. All hit and run attacks against Shadowhunters add +1 to their roll.
- **BGF.FR (Replace above rules):** When Shadowhunter's direct fire at ordnance they always hit on a 4+ (rather than the normal 6+). The number of dice to roll is calculated per standard rules (Lance roll one die per STR point, weapons battery use gunnery table). Due to their extremely small size and crew complement, Shadowhunters cannot initiate boarding actions. A ship that successfully boards a Shadowhunter gains a +1 modifier in addition to any other modifiers. All hit and run attacks against Shadowhunters add +1 to their roll.

# WRAITHSCORPION CLASS FRIGATE.....60/55\* Pts

Wraithscorpion seems to be a recent design. Adeptus Astartes first reports of it date from after Tyranid invasion of Iyanden Craftworld. She seems to fill the need for a heavy firepower escort observed during Tyranid invasion of 992M.41. Other escorts efficiency is not questioned but Wraithscorpion frigate is a welcome addition.

Iyanden craftworld to make up for its lack of crew did adapt her by adding more spiritstones to permit her control by a skeleton crew. This doesn't alter her operational capacities but forbid any boarding attack and pose significant defence problems in case of boarding by an enemy ship. This skeleton crew variant can be found in other craftworld but in small numbers.

Wraithscorpion is a recent and uncommon design. Its capacities have seldom been observed by l'Adeptus Astartes and only during quick encounter with patrol fleets. One suppose that she's deployed in significant numbers only as craftworld escort. Some suggest that the design appeared with Mymeara & Altansar craftworld re-apparition, others says she's an Iyanden heavier variant shadowhunter escort created after M.41 Tyranid invasion of the craftworld.



TYPE/HITS		SPEED	URNS	SHIELDS	ARMOUR	TURRETS
Escort/1		15/20/30cm	Spécial	Holofields	4+	0
ARMAMENT		RANGE/SPEED		FIREPOWER/STR		FIRE ARC
Choose one of the following pattern for each Wraithscorpion in the fleet						
Prow pulsar lance		30 cm		1		Front
Prow weapons battery		30 cm		2		Front
Or						
Prow torpedoes		30 cm		2		Front
Prow weapons battery		30 cm		2		Front

### Special Rules:

- FaQ 2007 Cost is 60pts and 55pts if FaQ 2010 is used.
- Skeleton crew: for -5pts, Wraithscorpion can be equipped with a skeleton crew and additional spirit stones, it can no longer attempt boarding attack and a ship that successfully boards a Wraithscorpion gains a +1 modifier in addition to any other modifiers. All hit and run attacks against Wraithscorpion add +1 to their roll. (This option is mandatory if belonging to an Iyanden Fleet).

## GHOSTHUNTER CLASS LIGHT CRUISER (Adapted from Spacefleet) .....90 Pts

Ghosthunter light cruiser predate from well before the fall when she was used as an escort for her speed. She's now replaced in this role by Shadowhunter class escorts. One can find a few of them in craftworld reserve fleets or as Exodite worlds protection. Sometimes Eldar Corsairs fleets have one or two operational units.

Her structure is very light even for an Eldar cruiser and one could consider it more as a super heavy escort than a cruiser. As Corsairs ships she field only one weapons pattern. Except when part of a Corsairs fleet or in defence of an Exodite world, Ghosthunters are mostly ghostships piloted by spirit stones and not by crews.

As they are very fragile and to preserve ancestors stones, these ghostships are only deployed at the last moment and only in craftworld defence.

Last encounter with a crewed Ghosthanter was 789M.41 in Segmentum Obscurus, when an Imperium patrol had a furtive contact with two of these ships in the Avignor system. Imperium patrol reported that they could have belonged to Lugganath craftworld.



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Light Cruiser/2	15/20/30cm	Spécial	Holofields	4+	0
ARMAMENT		RANGE/SPEED	FIREPOWER/STR	FIRE ARC	
Prow Shadow Lance		30 cm	1	Front	
Prow Torpedoes		30 cm	4	Front	

**Special Rules:**

- For +10pts Ghosthunter can upgrade its shadow lance to a pulsar lance.
- 0-2 Ghosthunter can be selected as cruiser choice in an Eldar Corsairs fleet list



## WARPHUNTER CLASS LIGHT CRUISER (Adapted from Spacefleet) .....115 Pts

As the greatest horrors to have ever threatened the galaxy wake to strike again, the elder Eldar race prepare to face the peril again. Technologically diminished since the fall, numbers of craftworld call on their oldest shipyards to refit and upgrade obsolete designs and produce a few news units. Warphunter is evolved from Ghosthunter and her outline is the very same. However, armament has been modified, armour and structure increased at the expense of a little speed loss.

First reports on the Warphunter apparition date from 994M.41. They appear as part of Iyanden craftworld fleet after Tyranid fleet kraken invasion. The Astronomicum assumption is that these units are refitted Ghosthunters. However, it seems that news units are produced in addition to refitted ones. This design have been spotted in other craftworlds fleets since.

As Iyanden ships must operate with skeleton crew and therefore lacked defence against boarding attacks and such. As a solution a part of the ship space was fitted with security systems to protect the precious crews from such attacks. As these systems relies heavily on the use of additional spirit stones and wraithguards defence crews, unless dire need this is not a choice often taken by other craftworlds.



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Light Cruiser/4	10/20/30cm	Spécial	Holoields	5+	0
ARMAMENT		RANGE/SPEED	FIREPOWER/STR	FIRE ARC	
Choose one prow weapon for each Warphunter in the fleet					
Pulsar lance		30 cm	1	Front	
Weapons battery		30 cm	4	Front	
Choose one keel weapon for each Warphunter in the fleet					
Torpedoes		30 cm	4	Front	
Weapons battery		30 cm	4	Front	

### **Special Rules:**

- **Skeleton crew & upgraded security systems:** for +5pts, Warphunter can be equipped with a skeleton crew and upgraded security systems, as such Warphunter cannot attempt any boarding or hit and run attacks and cannot be assigned a Fleet Commander, Farseer or Aspect Warriors fighting crews. All boarding attack by an enemy vessel against Warphunter get -2 in addition of any other modifiers. All hit and run attack against Warphunter get -1 in addition of any other modifiers (This option is mandatory if belonging to an Iyanden Fleet).

## SPECTER CLASS LIGHT CRUISER (Adapted from Spacefleet) .....145 Pts

Specter light cruiser predate from well before the fall when she was used as Cruiser. She's now replaced in this role by Wraithship class cruisers. One can find a few of them in craftworld reserve fleets or as Exodite worlds protection. Sometimes Eldar Corsairs fleets have one operational unit.

While less powerful than more "recent" cruisers, this light cruiser is still dangerous and could be mistaken with her more recent design introduced after gothic war and Tyranid invasions. As Eldar Corsairs ships, this light cruiser field only one weapon pattern. Most of the time they are not crewed anymore and are ghostships.

Last encounter with a Specter was in Segmentum Tempestus in 799M.41, when an Imperial Navy patrol forced one of these ships to flee Ophelia IV system. She was supposed to belong to Biel Tan craftworld.



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Light Cruiser/4	10/20/25cm	Spécial	Holofields	5+	0
ARMAMENT		RANGE/SPEED	FIREPOWER/STR	FIRE ARC	
Prow weapons battery		30 cm	8	Front	
Keel torpedoes		30 cm	4	Front	

**Special Rules:**

- 0-1 Specter can be selected as a cruiser choice in an Eldar Corsairs Fleet.

## BANSHEE CLASS LIGHT CRUISER (Adapted from Spacefleet).....150 Pts

Since the fall, Eldars never cease to decline and are now but a glimmer of their ancient glory. Technologically diminished since the fall, numbers of craftworld call on their oldest shipyards to refit and upgrade obsolete designs and produce a few news units. Banshee is evolved from Specter. Her outline is the very same but her armament have been upgraded to come to level with other craftworld ships. Banshee's movement capacities have also been increased to those expected from a light cruiser.

First reports on Banshee class date from 995M.41 when she was spotted along an Iyanden fleet after Tyranid Kraken fleet invasion. The Astronomicum, lacking data on her, expect her to be modified and upgraded Specters recommissioned to fill the invasion losses. Since then these assumption proved false as this class has been observed in other craftworlds fleets.

As Iyanden ships must operate with skeleton crew and therefore lacked defence against boarding attacks and such. As a solution a part of the ship space was fitted with security systems to protect the precious crews from such attacks. As these systems relies heavily on the use of additional spirit stones and wraithguards defence crews, unless dire need this is not a choice often taken by other craftworlds.



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Light Cruiser/4	10/20/30cm	Spécial	Holofields	5+	0
ARMAMENT		RANGE/SPEED	FIREPOWER/STR	FIRE ARC	
Choose one prow weapon for each Banshee in the fleet					
Pulsar lance		30 cm	2	Front	
Weapons battery		30 cm	8	Front	
Choose one keel weapon for each Banshee in the fleet					
Torpedoes		30 cm	4	Front	
Weapons battery		30 cm	4	Front	

### **Special Rules:**

- **Skeleton crew & upgraded security systems:** for +5pts, Banshee can be equipped with a skeleton crew and upgraded security systems, as such Banshee cannot attempt any boarding or hit and run attacks and cannot be assigned a Fleet Commander, Farseer or Aspect Warriors fighting crews. All boarding attack by an enemy vessel against Banshee get -2 in addition of any other modifiers. All hit and run attack against Banshee get -1 in addition of any other modifiers (This option is mandatory if belonging to an Iyanden Fleet).



# WRAITHSHIP CLASS CRUISER.....160 Pts

Wraithships are made from wraithbone, a material drawn as raw energy from the Warp and shaped into matter by psychic craftsmen known as Bonesingers. The Wraithbone forms the living skeletal core of the spaceship around which its other structures are arranged. The wraithbone also provides channels for psychic energy. This facilitates internal communication, transmits power and enables the spaceship to act as an organically integrated whole. The wraithbone core of a spaceship is surrounded by a structure which is literally grown into the required shape by Bonesingers. These Eldar use their psychomorphic talents to shape bulkheads, walls, floors and conduits into a shell that completely surrounds the wraithbone core and forms the hull and major internal divisions of the spaceship. Most of a spaceship's operating systems are connected directly to the wraithbone core. The many thousands of systems draw power through the wraithbone and are constantly monitored and controlled through it. Because of the unique practices of Eldar psychic engineering, Eldar spaceships resonate with sympathetic psychic energy. The Wraithbone core provides a psychic channel through which an Eldar can control mechanical functions. In this way, Eldar attuned to the very essence of their spaceship guide it, making countless minute adjustments to the trim of the great solar sails to draw every fraction of energy from the solar winds. This is also the key to the legendary elegance and almost birdlike agility of the Eldar Wraithships. Their pilots literally feel the solar wind on the ship's sails, they sense the flex of the ship's structure, the tension and movement of its Wraithbone skeleton. Like a hawk soaring on a thermal or diving to clutch at its prey, a Wraithship can turn in the wind, circling and swooping to hunt its own prey – the spaceships of its enemy. .



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	10/20/25cm	Spécial	Holofields	5+	0
ARMAMENT		RANGE/SPEED	FIREPOWER/STR	FIRE ARC	
Choose one prow weapon for each Wraithship in the fleet					
Pulsar lance		30 cm	2	Front	
Weapons battery		30 cm	8	Front	
Choose one prow weapon for each Wraithship in the fleet					
Torpedoes		30 cm	4	Front	
Launch bay		Nightwing: 30cm* Phoenix: 20cm*	2	-	

\*Nightwings function exactly as Darkstars, Phoenix bombers function exactly as Eclipse

**Special Rules:**

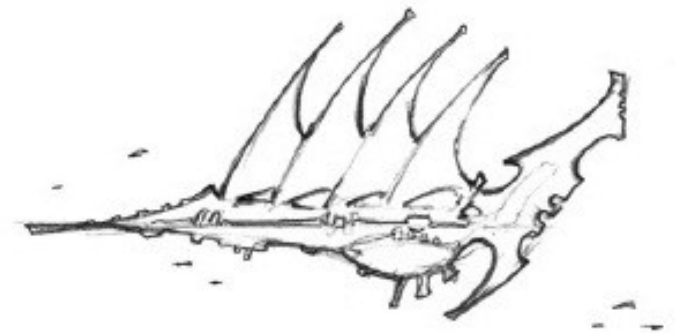
- Wraithship is a cruiser with a light cruiser armament she cannot be fitted with squadrons of Vampire Raiders

# NAIAD CLASS CRUISER (Adapted from Codex V4) .....205 Pts

Naiad cruiser predate from well before the fall when she was used as heavy or grand cruiser. She's now replaced in this role by Dargonship class cruisers. There is no know upgraded variant of this design, nor shipyards able to build new ones. Blueprints were lost during the fall and with the Dragonship class available, no craftworld saw any interest to recreate the design. Only a handful did survive past the fall, of those only a few are not ghostships.

This design was the Eldar precursor for all Eldar modular armament (Concept on which Dark Eldars ships evolved thereafter). Naiad offer a choice of prow armamaent and torpedoes fixed on keel.

Most recent report from Astronomicum on such a ship date from Abbadon 13th black crusade. A unit patrolling in the sector after the crusade, recorded a wreck of a Naiad cruiser and noted its position. An Adeptus Mechanicus ship send later to recover the wreck, never found anything at the designated coordinates.



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	10/20/25cm	Spécial	Holofields	5+	0
ARMAMENT		RANGE/SPEED	FIREPOWER/STR	FIRE ARC	
Choose one prow weapon for each Naiad in the fleet					
Pulsar lance		30 cm	3	Front	
Weapons Battery		30 cm	14	Front	
Each Naiad of the fleet have fixed					
Keel Torpedoes		30 cm	6	Front	

# DRAGONSHIP CLASS CRUISER.....260 Pts

Dragonship is the collective name given to the larger classes of Eldar vessel. The term Dragonship does not refer to any particular armament or configuration, but rather to a variety of vessels adhering to the same basic principles, designed for the same basic roles. Within this larger grouping, individual configurations or combinations of weapons give individual classes their proper name – always a variation on the phrase ‘Dragon’, representing different aspects of the creature of the same name from Eldar myth.

Those Dragonships which are piloted in large part, or even exclusively, by spirit stones, for example, are referred to as Ghostdragons, while larger vessels which have been designed to operate away from the craftworld for great lengths of time are often referred to as Void Dragons. Different styles of Dragonship can vary greatly, with different numbers of sails, different armaments and even variations in size.



TYPE/HITS		SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6		10/20/25cm	Spécial	Holoields	5+	0
ARMEMENT		PORTEE/VITESSE		P. DE FEU/FORCE		ARC DE TIR
Choose one prow weapon for each Dragonship in the fleet						
Pulsar lance		30 cm	3	Avant		
Weapons battery		30 cm	16/14**	Avant		
Choose one prow weapon for each Dragonship in the fleet						
Torpedoes		30 cm	6/8**	Avant		
Launch bay		Nightwing fighters: 30cm* Phoenix bombers: 20cm*	4	-		

\*Nightwings function exactly as Darkstars, Phoenix bombers function exactly as Eclipse

### **Special Rules:**

- For +10 pts, a Dragonship equipped with launch bays can be equipped with squadrons of Vampire Raiders which function as assault boats with a speed of 25cm.
- \*\* Data as FAQ 2010



## VOID DRAGON CLASS GRAND CRUISER (Adapted from FaQ 2010 et Rogue Trader RPG).....310 Pts

Adeptus Astartes suppose that Void Dragon predate gothic war and is Dragonship class cruiser evolution to grand cruiser. Two different outlines of Void Dragon are recorded, one mono-keel mono sail very similar to Dragonship unless you take note of the double conning tower at the front of the sail. The second outline is multi-keels and multi-sails and the most famous of them is certainly Flame of Asuryan.

However the first craftworld to deploy a Void Dragon was Saim-Hann, Void Dragon which, in regards of her fighting capacities during a battle against an Ork armada, was christened with the craftworld rune name .

Most notable characteristics differentiating Void Dragon from Dragonships are a heavier armament with an extended fire arc and a strengthened structure. By the end of gothic war, some Void Dragons did benefit of an increase in some of their prow armament, using the same technologies as Void Stalkers.



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Grand Cruiser/8	10/20/25cm	Spécial	Holofields	5+	0
ARMAMENT		RANGE/SPEED	FIREPOWER/STR	FIRE ARC	
Choose one weapon configuration for each Void Dragon in the fleet					
Keel pulsar lance		30 cm	1	Right / Front	
Keel pulsar lance		30 cm	1	Front / Left	
Prow weapons battery		30 cm	14	Front	
Or					
Prow pulsar lance		30 cm	3	Front	
Kell weapons battery		30 cm	10	Right / Front / Left	
Choose one additional weapon for each Void Dragon in the fleet					
Keel Torpedoes		30 cm	8	Front	
Keel Launch bay		Nightwing: 30cm* Phoenix: 20cm*	4	-	

\*Nightwings function exactly as Darkstars, Phoenix bombers function exactly as Eclipse.

**Special Rules:**

- For +10 pts, a Void Dragon equipped with launch bays can be equipped with squadrons of Vampire Raiders which function as assault boats with a speed of 25cm.
- For +30 pts, a Void Dragon can increase her PROW pulsars lance or PROW weapons batteries range from 30cm to 45cm.

# STELLAR PHOENIX CLASS BATTLESHIP (Adapted from Warprift 30).....385 Pts

With Eldar Corsairs Void Stalker Stellar Phoenix is one of Eldar largest ships. Aside craftworld themselves Stellar Phoenix class ships are very strong and iconic Eldar fleets symbols. This class is named to honour phoenix lords, alike them these ships are able to wreck an opponent with one attack. Their design underline a toughness and firepower rarely reached even by Eldar standards. However speed is viewed by craftworld Eldar as an essential complement of firepower. Stellar Phoenix is a rare class and craftworlds never field more than a handful of them. While more powerful than Dragonships and Void Dragons, Stellar Phoenix ships are slower and are rarely seen far from their craftworld or as part of sizeable fleet.

Since the end of Gothic war and last Tyranid invasion, their prow are often upgraded with extended range weaponry to compensate their relative slowness. Void Stalker is supposed to be Stellar Phoenix evolution adapted to Eldar Corsairs needs and resources.



TYPE/HITS		SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/10		10/15/20cm	Spécial	Holoields	5+	0
ARMAMENT		RANGE/SPEED		FIREPOWER/STR		FIRE ARC
Choose one weapon configuration for each Stellar Phoenix in the fleet						
Keel pulsar lance		30 cm		2		Right / Front
Keel pulsar lance		30 cm		2		Front / Left
Prow weapons battery		30 cm		16		Front
Or						
Prow pulsar lance		30 cm		3		Front
Keel weapons battery		30 cm		10		Right / Front
Keel weapons battery		30 cm		10		Front / Left
Choose one additional weapon for each Stellar Phoenix in the fleet						
Keel torpedoes		30 cm		8		Front
Keel launch bay		Nightwing: 30cm* Phoenix: 20cm*		4		-

\*Nightwings function exactly as Darkstars, Phoenix bombers function exactly as Eclipse.

**Special Rules:**

- For +10 pts, a Stellar Phoenix equipped with launch bays can be equipped with squadrons of Vampire Raiders which function as assault boats with a speed of 25cm.
- For +30 pts, a Stellar Phoenix can increase her PROW pulsars lance or PROW weapons batteries range from 30cm to 45cm.



# FLEET LISTS





# CRAFTWORLD RECON FLEET LIST

Craftworld recon fleet often act as recon or scout ahead of their craftworld. These fleets are small in size and rarely include more than a few cruisers.

## FLEET COMMANDER

### 0-1 Admiral

You may include one Eldar Admiral in your fleet, who must be assigned to a ship and will replace the vessel's Leadership with his own. If the fleet is worth over 750 points, an Admiral must be included to lead it.

Eldar Admiral (Cd 9).....75 pts  
The Admiral may purchase a fleet commander re-roll, at the cost listed below:

One re-roll .....25 pts  
Two re-rolls.....75 pts

If a legendary ship is present unless special rules permit it the fleet admiral cannot be assigned to her.

### 0-1 Farseer

You may include one Farseer in your fleet, whom must be assigned to a ship and gives their vessel a re-roll which may be used on the ship, another ship in the same squadron or an escort squadron within 15cm.

Farseer.....+30 pts

### Aspect Warrior fighting crews

Flagship and Farseer ship may be equipped with Aspect Warrior fighting crews (see special rules p.6).

Aspect Warrior fighting crews.....+20 pts

## SHIPS OF THE LINE

### Legendary ship

Unless special rules or scenario written, a recon fleet may not include a legendary ship..

### Battleships

A recon fleet may not include any battleship

### Cruisers

If your fleet is led by an Admiral, you may include a single Dragonship as his flagship which does not count against fleet limitations.

Your fleet may include up to one different type cruiser for every four Wraithships or light cruisers included in the fleet. Void Dragon numbers may not exceed Dragonship ones.

0-1 Void Dragon .....310 pts  
0-1 Dragonship.....260 pts

Unless special rules or scenario written, a recon fleet may not include Naiad cruisers.

Your fleet may include up to twelve Wraithships or light cruisers

Wraithship .....160 pts  
Banshee.....150 pts  
Warphunter.....115 pts

### Ghostships

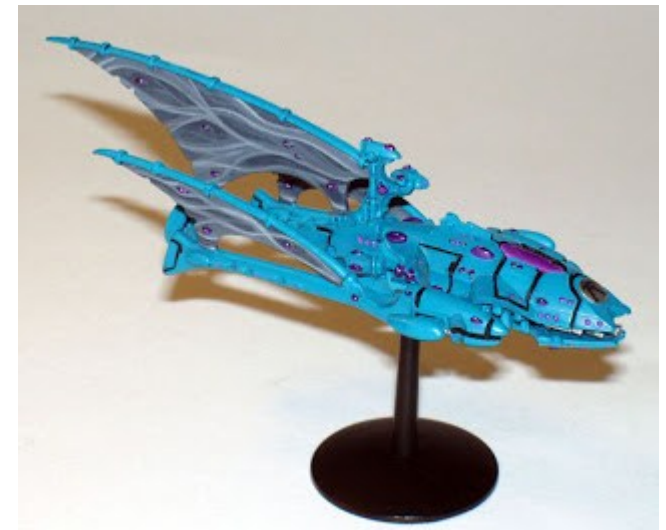
Unless special rules or scenario written, a recon fleet may not include ghostships.

## Escorts

Your fleet may include any number of escorts.

Shadowhunter.....40 pts

Unless special rules or scenario written, a recon fleet may not include Wraithscorpion frigate.



# CRAFTWORLD FLEET LIST

This fleet list represent craftworld fleet archetype.

## FLEET COMMANDER

### 0-1 Admiral

You may include one Eldar Admiral in your fleet, who must be assigned to a ship and will replace the vessel's Leadership with his own. If the fleet is worth over 750 points, an Admiral must be included to lead it.

- Eldar Admiral (Ld 9).....75 pts
- Eldar Supreme Admiral (Ld 10).....100 pts
- The Admiral may purchase a fleet commander re-roll, at the cost listed below:
- One re-roll .....25 pts
- Two re-rolls.....75 pts
- If a legendary ship is present unless special rules permit it the fleet admiral cannot be assigned to her.

### 0-3 Farseers

You may include one Farseer in your fleet, each of whom must be assigned to a ship and gives their vessel a re-roll which may be used on the ship, another ship in the same squadron or an escort squadron within 15cm.

- 0-3 Farseer.....+30 pts

### Aspect Warrior fighting crews

Flagship and Farseer ship may be equipped with Aspect Warrior fighting crews (see special rules p.6).

- Aspect Warrior fighting crews.....+20 pts

## SHIPS OF THE LINE

### 0-1 Legendary ship

Unless special rules or scenario written, their number is restricted to 1 and must respect the other fleet limitations.

### Battleships

One battleship for every full 1,000 points the fleet contains, with a maximum of 2.

- 0-2 Stellar Phoenix.....385 pts

### Cruisers

If your fleet is led by an Admiral, you may include a single Void Dragon or Dragonship as his flagship. Except for legendary ship limitation, this ship does not count against other fleet limitations.

Your fleet may include up to one different type cruiser for every two Wraithships or light cruisers included in the fleet. Void Dragon numbers may not exceed Dragonship ones.

- Void Dragon .....310 pts
- Dragonship.....260 pts

Your fleet may include any number of Wraithship or light cruisers.

- Wraithship.....160 pts
- Banshee.....150 pts
- Warphunter.....115 pts

## Ghostships

Any capital ship in the fleet may be upgraded to a Ghostship. Such a vessel may not also include a farseer or Aspect Warrior crew.

- Ghostships.....free

## ESCORTS

### Escorts

Your fleet may include any number of escorts.

- Shadowhunter.....40 pts

Your fleet may include Wraithscorpion frigates in maximum one squadron (mixed or not) and only if another squadron of Shadowhunter had already been selected. Wraithscorpions numbers may not be superior to Shadowhunters numbers.

- 0-6 Wraithscorpion Frigate..... 60 pts



# CRAFTWORLD DEFENCE FLEET LIST

Craftworld defence fleet can only be selected with scenarii or battles that include a vital objective for the Eldar to defend ne peut être utilisée que dans les scénarios comportant un objectif vital à défendre pour les Eldars (Vital ressource, Space station, Eldar sanctuary, Exodite planet, Craftworld). These fleets generally call for all nearby available units.

## FLEET COMMANDER

### 0-1 Admiral

You may include one Eldar Admiral in your fleet, who must be assigned to a ship and will replace the vessel's Leadership with his own. If the fleet is worth over 750 points, an Admiral must be included to lead it.

Eldar Admiral (Ld 9).....75 pts

Eldar Supreme Admiral (Ld 10).....100 pts

The Admiral may purchase a fleet commander re-roll, at the cost listed below:

One re-roll .....25 pts

Two re-rolls.....75 pts

If a legendary ship is present unless special rules permit it the fleet admiral cannot be assigned to her.

### 0-3 Farseers

You may include one Farseer in your fleet, each of whom must be assigned to a ship and gives their vessel a re-roll which may be used on the ship, another ship in the same squadron or an escort squadron within 15cm.

0-3 Farseer.....+30 pts

### Aspect Warrior fighting crews

Flagship and Farseer ship may be equipped with Aspect Warrior fighting crews (see special rules p.6).

Aspect Warrior fighting crews.....+20 pts

## SHIPS OF THE LINE

### 0-1 Legendary ship

Unless special rules or scenario written, their number is restricted to 1 and must respect the other fleet limitations.

### Battleships

One battleship for every full 1,000 points the fleet contains.

0-2 Stellar Phoenix.....385 pts

### Cruisers

If your fleet is led by an Admiral, you may include a single Void Dragon or Dragonship as his flagship Except for legendary ship limitation, this ship does not count against other fleet limitations.

Your fleet may include up to one different type cruiser for every Wraithships or light cruisers included in the fleet. Void Dragon numbers may not exceed Dragonship ones.

Void Dragon .....310 pts

Dragonship.....260 pts

0-4 Naiad.....205 pts

Your fleet may include any numbers of Wraithships or light cruisers.

Wraithship.....160 pts

Banshee.....150 pts

Specter.....145 pts

Warphunter.....115 pts

Ghosthunter .....90 pts

Specters plus Ghosthunters numbers cannot exceed all other light cruisers total (Note: Wraithship is not a light cruiser).

Unless scenario written, at least half (rounded up) defence fleet Naiads, Ghosthunters and Specters must be ghostships.

### Ghostships

Any capital ship in the fleet may be upgraded to a Ghostship. Such a vessel may not also include a farseer or Aspect Warrior crew.

Ghostships.....free

## ESCORTS

### Escorts

Your fleet may include any number of escorts.

Shadowhunter.....40 pts

Your fleet may include up to one Wraithscorpion frigate per Shadowhunter present in the fleet.

Wraithscorpion Frigate..... 60 pts

Defence fleets call for any available units nearby, it's then more difficult to build a reserve fleet for it. To illustrate this fact, selections rules are modified to:

For every full four battleships, cruisers or escort taken in the fleet you may select one ship of the same type. These units follow the present list limitations.



## ADDITIONAL CAMPAIGN RULES





## ELDAR CREW SKILLS TABLE

<b>D6</b>	<i>Over the course of a campaign, a ship's crew develops experience that only comes from serving together in the crucible of war. Roll a D6 against the following table:</i>
<b>1</b>	<b>Expert Gunnery:</b> The ship's gun crews are amongst the finest in the whole sector, able to lay down a devastating barrage. When the ship attempts to make Lock-On Special Orders, you may roll 3D6 and discard the highest D6 before comparing the roll against the ship's leadership.
<b>2</b>	<b>Warlock:</b> A renowned Seer accompanies the vessel, disclosing fragments of possibility to the ship's captain. This vessel may always attempt to go on Special Orders, even if another ship or squadron in the fleet has failed a command check this turn.
<b>3</b>	<b>Excellent Pilots:</b> Even the bomber pilots assigned to this ship number several „Aces“ amongst its crew. Bombers launched by this vessel may survive being intercepted by enemy fighters utilizing the „Resilient Attack Craft“ 4+ save rule in the same manner as Eldar fighters. As they are not fighters themselves, they still ignore other types of ordnance normally. Fighters from this vessel are always moved before enemy attack craft in the ordnance phase. Re-roll this result if the ship does not carry attack craft.
<b>4</b>	<b>Battle Stance:</b> Aspect Warriors, Dark Eldar Wyches or even the dreaded Harlequins have been enticed to join your vessel. This ship may re-roll the dice in a boarding action. The second roll stands (even if less!). This benefit can be combined with having an embarked Aspect Warrior Host.
<b>5</b>	<b>Disciplined Crew:</b> Whenever this ship checks leadership or attempts to go on Special Orders, you may roll 3D6 and discard the highest D6 before comparing the roll against the ship's leadership.
<b>6</b>	<b>Elite Command Crew:</b> Once per battle the ship may automatically pass a Leadership test or command check – there is no need to roll any dice. This may be used even if another ship or squadron in the fleet has failed a command check this turn.

*This table is for use for all craftworld ship of the line or escorts squadron*

## CRAFTWORLD ELDARS SHIPS REFITS TABLES

D6	ENGINE REFIT
1	<b>Celestial Dragon Engine:</b> The standard manoeuvring thrusters have been augmented, allowing breath-taking turns. The vessel may choose to turn up to 90° at the end of its movement instead of turning normally at the beginning of its movement.
2	<b>Polarization Field:</b> A low-level energy bubble surrounds the ship, channelling the debris of space around the vessel. The ship does not suffer a hit for moving through blast markers and ignores all effects of solar flares
3	<b>Drunken Weave:</b> An intricate system of particle flow rudders and graviton impellers are fitted to the vessel, allowing for drastic evasive manoeuvres. The ship gains a 6+ save on a D6 against any damage it takes without requiring a Command Check. This does not count as being braced, but the ship may not use this save when on Brace For Impact Special Orders or attempt to go on Brace For Impact special orders against any round of shooting or event of taking damage if this save fails.
4	<b>Phoenix Sails:</b> Hyper-efficient materials of exceeding purity are used to replace the mainsails, squeezing extra energy from the solar wind, adding +5cm to all speed bands.
5	<b>Moon Gossamer Rigging:</b> A Bonesinger has spent many hours re-splicing the ship's control mechanisms. Instead of turning to any facing at the start of its movement, it may choose to make a single 45° turn at any point along its movement
6	<b>Stream Flow Enhancers:</b> A dramatic re-rig of the ship's sails and control surfaces give the captain much greater control over his or her vessel. When the ship is facing the sun, it counts as having the sunward edge in its rear. If the sun is in the rear arc, it counts as on its side.

*This table is for use for all craftworld ship of the line or escorts squadron*

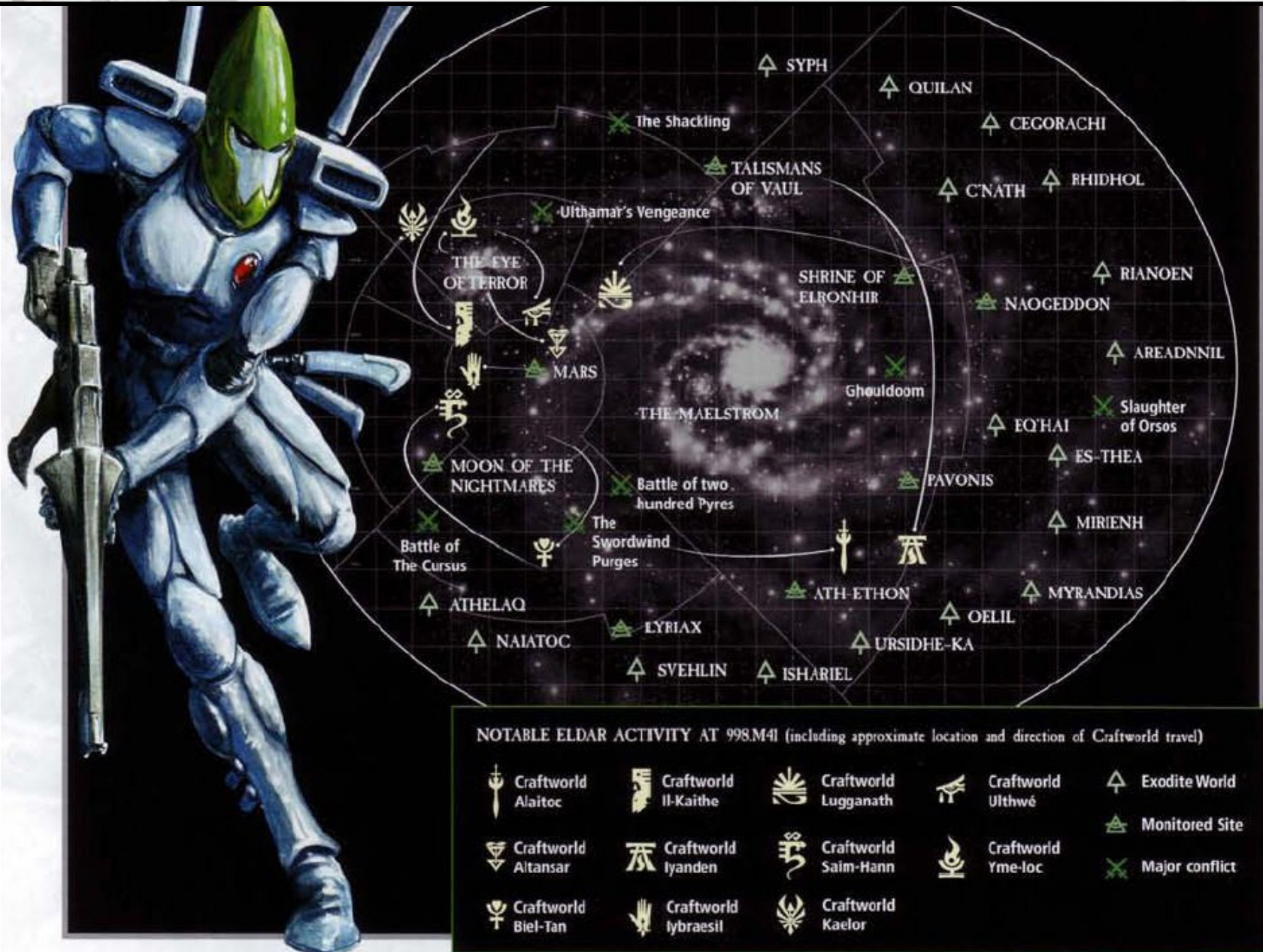
## CRAFTWORLD ELDARS SHIPS REFITS TABLES

D6	SHIP REFIT
1	<p><b>Crystal Web:</b> A sizable colony of crystal spiders have been introduced to the hull, greatly enhancing the ship's chances of survival. If the ship has no critical damage, roll a number of D6 equal to the number of hits it has remaining, recovering 1HP if any rolls of 6 are made. No more than 1HP can be regained in this manner per turn, regardless of how many rolls of 6 are made.</p>
2	<p><b>Bonesinger:</b> A much-respected Bonesinger has joined the ranks of the crew. The ship only suffers critical damage on a 5+ instead of a 4+.</p>
3	<p><b>Mask of the Laughing God:</b> Special psychic dampers and cross-spectrum jammers hide the intentions of the crew. Enemy vessels do not gain +1 Leadership for this vessel going under Special Orders.</p>
4	<p><b>Gestalt Spirit Stone:</b> The ship is incredibly ancient, even by Eldar standards, and its spirit has literally eons of experience. The vessel ignores all penalties to leadership tests, such as blast markers, Marks of Chaos, etc...</p>
5	<p><b>Netherfield:</b> A refined holofield design coupled with an absorptive masking layer make this ship nearly impossible to target. It grants an additional right column shift to the vessel against all weapons that use the gunnery table (no additional modifier is granted past the far right of the gunnery table).</p>
6	<p><b>Structural Purity:</b> The cores of the ship's wraithbone supports are partially replaced by a fluidic medium that dissipates damage throughout the hull. Before the battle begins, the vessel gains +1HP to its starting damage capacity.</p>

D6	WEAPONS REFIT
1	<p><b>Talons:</b> Both the outer hull and the ship's airlocks are lined with psychically charged scatter-shard point defences. Enemy ships attempting to board the vessel or perform a hit-and-run attack suffer a -2 modifier.</p>
2	<p><b>Distortion Charges:</b> The vessel has been fitted with a weapon system which ejects a Warp Distortion charge into its wake (useable once per game). This D-charge must be placed at the same time the player places the rest of the fleet's ordnance on the table, in the ship's aft firing arc. When launched, it moves 10cm toward the nearest enemy vessel every ordnance phase. If it comes in contact with an enemy ship's base, the enemy vessel may attempt to shoot it down with turrets, hitting on a roll of 6. If the D-charge is not destroyed, place a warp rift marker at the point of impact using a Nova Cannon template. Any vessel touching the template suffers the effects of coming in contact with a warp rift! At the beginning of each subsequent Eldar turn roll a D6. On a roll of 6 the rift closes and is removed from play.</p>
3	<p><b>Rune-Assisted Targeting Nodes (Re-roll if the ship does not possess lances):</b> The fire control systems are linked by a complex sensor array. Ships fitted with lance-type weapons may re-roll their first miss each turn.</p>
4	<p><b>Gravitic Accelerators (Re-roll if the ship does not possess torpedoes):</b> An extra boost is provided to torpedoes and attack craft. When first launched, ordnance receives an extra +10cm to its movement.</p>
5	<p><b>Anomaly Clarification Stones (Re-roll if the ship does not possess weapons batteries):</b> The ships scanners are able to compensate for local spatial distortions. Blast markers do not cause a column shift when the ships weapon batteries fire through them.</p>
6	<p><b>Enhanced Crystal Focusing (Re-roll if the ship does not possess lances or weapons batteries):</b> Rare ultra-pure crystals and a delicate realignment of the firing mechanisms raise the power transfer ratio of the ship's weapons, significantly increasing their range. Add +15cm range to the ship's weapon batteries and lance-type weapons (The weapon range may not exceed 45cm)</p>

*This tables are for use for all craftworld ship of the line or escorts squadron*

# LEGENDARY SHIPS





# WRAITH OF ALAITOC .....465 Pts



By her size and history *Wraith of Alaitoc* is a legend within craftworld Alaitoc fleets. Belonging to the rare Stellar Phoenix battleship class, *Wraith of Alaitoc* has illustrated herself in numerous battles, only most prestigious Admirals get the privilege of her command.

Craftworld Alaitoc Eldars are renowned for being excellent snipers and for their dodging capacities on battlefield. *Wraith of Alaitoc* bombers are an accurate image of it. Pilots capacities and mastery are such, that when most wouldn't imagine to try they are able to deliver the most daring attack and survive it

*Wraith of Alaitoc* bombers units are also renowned for having developed specific torpedo bombers tactics aside standard bombing technics.



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/10	10/15/20cm	Spécial	Holofields	5+	0
ARMAMENT		RANGE/SPEED	FIREPOWER/STR	FIRE ARC	
Keel pulsar lance		30 cm	2	Right / Front	
Keel pulsar lance		30 cm	2	Front / Left	
Prow weapons battery		45 cm	16	Front	
Keel launch bay		Nightwing: 30cm* Phoenix: 20cm* Torpedo Bombers: 20cm	4	-	

\*Nightwings function exactly as Darkstars, Phoenix bombers function exactly as Eclipse.

### **Special Rules:**

- *Wraith of Alaitoc* is a legendary ship.
- If *Wraith of Alaitoc* is present and the fleet commander is a hero, he must be assigned to *Wraith of Alaitoc*. Otherwise fleet commander cannot be assigned to *Wraith of Alaitoc*.
- As part of her cost *Wraith of Alaitoc* is equipped with torpedo bombers squadrons (See Armada p.158).
- *Wraith of Alaitoc* bombers are very resilient and can survive to an interception by enemy fighters. As such they use the same 4+ save rolls as Eldar. As they are not fighters they continue as standard bombers to ignore non fighters ordnances.

# MAUGAN RA'S SCYTHER .....275 Pts



Before Maugan Ra brings back Altansar craftworld to gothic sector during Abbadon 13th balck crusade, *Maugan Ra's Scythe*, as advanced recon, did patrol alone for long periodd of time within Eye of terror domains. To survive it, *Maugan Ra's Scythe* had to adapt to a certain numbers of her systems for more stealth and defence. Of these systems, one will notice the amazing Netherfield combining mimetic capacities with augmented holofields and psychics anti-demonic security systems which happen to be also very apt against most types of creatures..

In offensive terms, *Maugan Ra's Scythe* saw her torpedo tubes modified to use Dark Eldars leech torpedoes.

Her crew and boarding crews seems unaffected by chaos marks, do they develop a resistance from their long Eye of Terror stay? Or did they found a protection artefact? No one can say.



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	10/20/25cm	Spécial	Netherfields	5+	0
ARMAMENT		RANGE/SPEED	FIREPOWER/STR	FIRE ARC	
Prow weapons battery		30 cm	14	Front	
Keel torpedoes		30 cm	8	Front	

### Special Rules:

- *Maugan Ra's Scythe* is a legendary ship.
- Fleet commander cannot be assigned to this ship.
- *Maugan Ra's Scythe* is equipped with Netherfields (A refined holofield design coupled with an absorptive masking layer make this ship nearly impossible to target. It grants an additional right column shift to the vessel against all weapons that use the gunnery table (no additional modifier is granted past the far right of the gunnery table). Ship hull and airlocks are dotted of defensives shards rippling with psychic energy. Enemy ships or assault boats trying to make a boarding or hit and run attack do get a -2 modifier to do so.
- *Maugan Ra's Scythe* is positioned last on the battlefield disregarding who win initiative.
- After millennium years past in Eye of Terror *Maugan Ra's Scythe* adapted herself to fight chaos in all its forms. As such, chaos marks doesn't function on her: Khorne's units don't double their boarding value, she's not affected by Slaneesh -2 Ld and a Tzeench unit cannot use its re-roll if attacking or being attacked by *Maugan Ra's Scythe*, She can board Nurgle's units.
- *Maugan Ra's Scythe* can use Dark Eldar Leech Torpedoes (See Armada p.55).

# BAHZHAKHAIN .....320 Pts



*Bahzhakhain* had become a reassuring legend within Biel Tan craftworld. After the fall, this Void Dragon grand cruiser was initially assigned to carry shock troops to defend Eldars Exodites planets from any unwanted intrusion.

With time, shock troops improved their boarding, hit & run and Vampire raiders assault boats drop skills against enemy ships.

No one can tell if Eldar resources and planets protection missions or shock troopers skills brings Harlequins on this ship. But a little troop of Harlequins warriors lies in permanently aboard *Bahzhakhain*.

It's no use to say that *Bahzhakhain* presence is always appreciate by Eldar fleet commanders who don't benefit of real boarding capacities within their fleet, most notably when fighting against Orks fleets.



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Grand Cruiser/8	10/20/25cm	Spécial	Holofields	5+	0
ARMAMENT		RANGE/SPEED	FIREPOWER/STR	FIRE ARC	
Prow pulsar lance		30 cm	3	Front	
Keel weapons battery		30 cm	10	Right / Front / Left	
Keel launch bay		Nightwing: 30cm* Phoenix: 20cm* Vampire Raider: 25cm	4	-	

\*Nightwings function exactly as Darkstars, Phoenix bombers function exactly as Eclipse.

### **Special Rules:**

- *Bahzhakhain* is a legendary ship.
- Fleet commander cannot be assigned to this ship.
- As part of her cost *Bahzhakhain* is equipped with squadrons of Vampire Raiders which function as assault boats with a speed of 25cm.
- Harlequins warriors crews possess all Aspect Warrior fighting crews bonuses and can re-roll boarding or hit and run die. Second roll always apply (even if inferior to the first one).

# HARAKTH RA .....

.....320 Pts

So few is know from , Void Dragon class grand cruiser, *Harakth Ra* home craftworld. Ctho is a legendary craftworld which disappeared for unknown reasons. *Harakth Ra* seek her craftworld since so longs millennia that she became a ghostship lead by the spirit stones of her crew and farseer. Spirit stones songs of dead bonesingers echoes permanently on her board repairing her and maintaining her in perfect state. No one know how, but as time passed spirit stones net wake up to consciousness not needing spiriteer guidance anymore. She sport a gigantic animated Eldar face on her hull since.

Reports on *Harakth Ra* show that she attack Chaos or Necrons at sight. Psykers says they can ear the ship face psychics wailing and raging cries as she attack. She seems to disengage only when in sheer inferiority or when badly hit. Legend tells that *Harakth Ra* may join temporarily any other Craftworlds Eldar fleets and even Eldar Corsairs ones if she find them fit to her quest of Eldar path.

*Ordo Xenos report XA75896-C41: « ...Several Rogue Traders units mention to have crossed an Eldar ship with a giant animated face on her hull. Some even reports that this ship did come to their help while they were under attack by Chaos Raiders... »*



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Grand Cruiser/8	10/20/25cm	Spécial	Holofields	5+	0
ARMAMENT		RANGE/SPEED	FIREPOWER/STR	FIRE ARC	
Prow pulsar lance		30 cm	3	Front	
Keel weapons battery		30 cm	10	Right / Front / Left	
Keel torpedoes		30 cm	8	Front	

*Harakth Ra* is trully ancient as one of the first Void Dragon ever built. She has the same outline has a Dragonship and therefore is always mistaken for a Dragonship. *Harakth Ra* follow ghostships rules excepts for thereafter special rules.

### **Special rules replacing ghostships rules:**

- *Harakth Ra* is a legendary ship.
- **Leadership:** *Harakth Ra* is a conscious ghostship and does have a leadership of 9.
- **Special orders:** As conscious ship, *Harakth Ra* can act normally as crewed ship if she fail her leadership test. *Harakth Ra* cannot use fleet commander re-rolls.
- **Crewless:** *Harakth Ra* is conscious and self –operating ship since such a long time, she didn’t suffer other ghostships maintenance hindrances. She rolls roll all the normal number of dice when undertaking damage control in the End phase.

### **Other special rules:**

- *Harakth Ra* count as a Dragonship choice but cannot be assigned a fleet commander or Farseer.
- *Harakth Ra* doesn’t count toward fleet limitations (except legendary ship) if opponents are Necrons or Chaos.
- *Harakth Ra* except against Necrons or Chaos where she fight to the extreme limit, she must try to disengage when crippled. Against Necrons or Chaos *Harakth Ra* is worth 125% the normal victory points if destroyed.



# SPIRITS SONGS .....295 Pts



Il-Kaithe craftworld cruise nearby Eye of Terror. While a minor craftworld, Il-Kaithe is renowned for his bonesingers whom are said to be able to practice their art in the heat of battle. Il-Kaithe conduct constant war against Chaos forces and sometimes allies with Imperium and even Kommoragh to fight it.

Like his craftworld, *Spirits Songs* has been reported fighting Chaos alongside Imperium or Dark Eldar fleets. She's a Dragonship classe cruiser with several bonesingers aboard whom skills in battle are not to be demonstrated anymore. Their presence aboard give *Spirits Songs* a great advantage when compared to a standard Eldar craftworld ship, as her toughness and repair capacities are augmented. Her farseer visions have often permit *Spirits Songs* to act when others friendly ships could only react.

Her bonesingers skills did permit to align crystals and spirit stones inside her wraithbones, conferring her pulsars an extended range mostly unseen on other Dragonships.

*Spirits Songs* is one of the few ships to have immediately fight with Altansar fleet against Abbadon 13th Black Crusade.



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	10/20/25cm	Spécial	Holofields	5+	0
ARMAMENT		RANGE/SPEED	FIREPOWER/STR	FIRE ARC	
Prow pulsar lance		45 cm	3	Avant	
Keel Torpedoes		30 cm	8	Avant	

### Special Rules:

- *Spirits Songs* is a legendary ship.
- Fleet commander or Farseer cannot be assigned to this ship.
- *Spirits Songs* possess gifted bonesingers aboard, they upgraded her and are able to repair damages during battle. Therefore, *Spirits Songs* is subject to critical hit on 5+ instead regular 4+. *Spirits Songs* repair critical damage on 5 or 6 instead of only 6 when undertaking damage control in the End phase.
- *Spirits Songs* bonesingers did increase pulsars focus crystals energy transfer ratio, pulsar range is now 45cm.
- *Spirits Songs* possess a Farseer aboard, revealing possible future to her commander. To illustrate this, *Spirits Songs* can always try to under special orders even if another ship failed her leadership roll before.
- If fighting Chaos, *Spirits Songs* can be selected as a cruiser choice by an Imperial Navy, Rogue Traders or Dark Eldar fleet list. If so, *Spirits Songs* cannot benefit from fleet commander re-roll, may not be part of a squadron and cannot link fire with any ship from these fleet lists.

# MORAI-HEG WISH .....320 Pts



Iybraesil is an Eldar Craftworld with a largely matriarchal society. The Craftworld is located in the Western Quadrant of Segmentum Obscurus. They are primarily a matriarchal society, fostering many Howling Banshees and female Autarchs. The gifted Farseers of the Craftworld labor long in their hunt for the hidden secrets of Crone Worlds, hoping to secure both Spirit Stones and doomsday weapons that would tip the balance in their races war of survival.

As followers of Morai-Heg, the blind crone goddess of the underworld, they constantly aspire to recover the long lost secrets of the Crone Worlds, the former Eldar homeworlds now residing within the Eye of Terror. *Morai-Heg Wish* is typical of these objectives. This Void Dragon class grand cruiser has, through years of quest of Eldar lost treasures, found a number of artefacts. One of these treasure, is a gesalt spirit stone which give the ship a semi-consciousness which permit a faster response to her captain orders.

During all her quest years, other artefacts have been added to *Morai-Heg Wish*, making her a treasure too in reference of her craftworld aims. Therefore her crew try to preserve her by any means if a battle goes badly. Unless desperate need such as her craftworld protection, *Morai-Heg Wish* will break from any battle as soon as she's badly damaged or risk destruction.



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Grand Cruiser/8	10/20/25cm	Spécial	Holofields	5+	0
ARMAMENT		RANGE/SPEED	FIREPOWER/STR	FIRE ARC	
Keel pulsar lance		45 cm	1	Front / Right	
Keel pulsar lance		45 cm	1	Left / Front	
Prow weapons battery		45 cm	14	Front	
Keel torpedoes		30 cm	8	-	

### Special Rules:

- *Morai-Heg Wish* is a legendary ship.
- Fleet commander cannot be assigned to this ship. If Farseers are selected in your fleet list, one MUST be assigned to *Morai-Heg Wish*.
- *Morai-Heg Wish* cannot be selected if your fleet is under 1000pts.
- *Morai-Heg Wish* is equipped with enhanced crystal focusing and anomaly clarification stones. Her weapons add +15cm to their range (already included in her stats) and blast markers do not cause a column right shift when firing weapons batteries through.
- *Morai-Heg Wish* possess a extremely old Gestalt spirit stone even by Eldars standards, the stone has eons of experience. As such, when making leadership tests *Morai-Heg Wish* do not apply any negative modifiers such as penalties resulting from blast markers contact, chaos marks, etc...
- *Morai-Heg Wish* is now viewed as a Crone worlds jewel as she use a great number of artefacts and systems from before the fall. Iybraesil Eldars will do anything they can to protect her. If *Morai-Heg Wish* is crippled she must try to disengage. *Morai-Heg Wish* bring in victory points 50% of her cost if she successfully disengage, 100% of her cost if she's crippled and not disengaged by the scenario end, 150% of her cost if she's destroyed.

# KARANDRAS KISS .....270 Pts



As her craftworld Kaelor, few is known about *Karandras Kiss* initial goals. Reports from Adeptus Astartes in Calixis sector, have her classified as Kaelor recon fleets unit. This Dragonship class cruiser illustrate herself several times during encounters with Chaos ships.

More recently, *Karandras Kiss* have been reported working along Eldar Corsairs fleets. Nobody knows if her crews decide to choose a new path or if they obey Farseers visions from their craftworld. Anyhow, *Karandras Kiss* presence was noticed during several recent raids against Imperial or Rogue Traders convoys carrying artefacts for Adeptus Mechanicus to study.

Suffice to say that if they come upon her, Calixis sector Adeptus Astartes forces are under orders from Ordo Xenos to shoot *Karandras Kiss* at sight and make sure that there will be no survivors.



TYPE/HITS		SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6		10/20/25cm	Spécial	Holofields	5+	0
ARMAMENT			RANGE/SPEED	FIREPOWER/STR	FIRE ARC	
Prow pulsar lance			30 cm	4	Front	
Keel launch bay			Nightwing: 30cm* Phoenix: 20cm* Vampire Raider: 25cm	4	-	

### Special Rules:

- *Karandras Kiss* is a legendary ship.
- Fleet commander or Farseer cannot be assigned to this ship.
- Even if the fleet commander is not a hero, *Karandras Kiss* may be part of an Eldar Corsairs fleet and count as a cruiser choice.
- Against Chaos and Imperium (Imperial Navy, Adeptus Mechanicus, Inquisition, Space Marines & Rogue traders) *Karandras Kiss* may choose to re-roll one and only one missed roll per turn, this roll can be one weapon shoot, a special order, a save or a boarding attack. Once the re-roll is made *Karandras Kiss* may not do any other re-roll cannot benefit from fleet commander or Farseer re-rolls until next turn. If destroyed *Karandras Kiss* brings in 150 % victory points to Chaos or Imperium instead of 100% .
- As part of her cost, *Karandras Kiss* possess one additional pulsar lance (already included in stats) and is equipped with squadrons of Vampire Raiders which function as assault boats with a speed of 25cm.
- *Karandras Kiss* may do teleport attacks at a range of 15cm instead of 10cm.



# SHADE OF IRILLYTH.....290 Pts



Craftworld Mymeara long believed that it was Eldar last remains. Recovering Phoenix lord Irillyth proved it false and permit its junction with its Eldar brethren. *Shade of Irillyth* is very similar to her craftworld and Phoenix lord.

*Shade of Irillyth* does not only possess Eldar most advanced technologies, but also crystal and spirit stones technologies lost or rare to other craftworlds since the fall. *Shade of Irillyth* speed is without comparison for a cruiser and made her legendary within her craftworld.

Purity of crystal used for her weapons give her a range unseen for a cruiser and only equalled by heavier ship classes and only since the end of gothic war. This Dragonship class cruiser was one of Imperial Navy most feared unit during Phoenix lord Irillyth recovery by Mymeara craftworld. During these battles, *Shade of Irillyth* did crippled several Imperial cruisers, such as *Indomitable faith* and *Empire Sword* easing Eldar troops drop and recovery.



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	20/25/25cm (10/20/25cm**)	Spécial	Holofields	5+	0
ARMAMENT		RANGE/SPEED	FIREPOWER/STR	FIRE ARC	
Prow weapons battery		45 cm (30cm**)	14	Front	
Keel launch bay		Nightwing: 30cm* Phoenix: 20cm* Vampire Raider: 25cm	4	-	

\*Nightwings function exactly as Darkstars, Phoenix bombers function exactly as Eclipse.

### **Special Rules:**

- *Shade of Irillyth* is a legendary ship.
- Fleet commander cannot be assigned to this ship.
- *Shade of Irillyth* is an ancient ship possessing crystals and primis from forgotten technologies, these increase notably her battle performances. Enhanced crystal focusing increase energy transfer ratio, raising weapons batteries range to 45cm. A special rig of the ship's sails and control surfaces give the captain much greater control over his or her vessel. When *Shade of Irillyth* is facing the sun, she counts as having the sunward edge in its rear. If the sun is in the rear arc, it counts as on its side. (All these modifiers are already included in the stats).
- If *Shade of Irillyth* become crippled take stats keyed by \*\*.
- As part of her cost *Shade of Irillyth* is equipped with squadrons of Vampire Raiders which function as assault boats with a speed of 25cm.

# CEGORACH LAUGH.....280 Pts



*Cegorach Laugh* is a Dragonship class cruiser and while initially par of Lugganath craftworld fleets, she's acting like a free spirit laughing at Eldar standard behaviours. Some Lugganath Farseers say that the ship and her crews have been touched by the mad god.

Nobody can tell when *Cegorach Laugh* had became a recurrent outpost of Harlequins. But since, *Cegorach Laugh* actions have become alike Cegorah warriors: unforeseeable! Psychics dampers on her board increase this part even more for enemy captains.

*Cegorach Laugh* act like Harklequins and can be found escorting ships from another craftworld or Eldar Corsairs fleets without any explicit reason.

*Cegorach Laugh* always have at least one Harlequins warriors fighting crew aboard and is specialized in any type of boarding. Rumour tells that one of her mission is to bring back all forbidden knowledge back to the legendary black library.



TYPE/HITS		SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6		10/20/25cm	Spécial	Holofields	5+	0
ARMAMENT			RANGE/SPEED	FIREPOWER/STR	FIRE ARC	
Prow weapons battery			30cm	14	Front	
Keel launch bay			Nightwing: 30cm* Phoenix: 20cm* Vampire Raider: 25cm	4	-	

\*Nightwings function exactly as Darkstars, Phoenix bombers function exactly as Eclipse.

### **Special Rules:**

- *Cegorach Laugh* is a legendary ship.
- Fleet commander cannot be assigned to this ship.
- For +30pts *Cegorach Laugh* can ignore legendary ship limitation (there can be 2 legendary ship in the fleet *Cegorach Laugh* and another one) or join an Eldar Corsairs fleet.
- Special psychic dampers and cross-spectrum jammers hide the intentions of the crew. Enemy vessels do not gain +1 Leadership for this vessel going under Special Orders.
- As part of her cost, *Cegorach Laugh* is equipped with squadrons of Vampire Raiders which function as assault boats with a speed of 25cm and carries a Harlequins warriors fighting crew. Harlequins warriors fighting crew act as Aspect Warrior Fighting Crews and can re-roll their boarding or hit and run attack. The second roll always stand (even if inferior to first roll).
- *Cegorach Laugh* Vampires Raiders squadrons pilots are so nimble that they can avoid enemy fighters interceptions. As such if intercepted by enemy fighters roll a D6, on a roll of 4+ the Vampire Raider is not removed, otherwise it act like standard Vampire Raider.

# WILD SERPENT .....445 Pts



During the last decade, *Wild Serpent* had become un of most feared ship around Saim-Hann craft-world. This Stellar Phoenix class battleship never move alone and is always escorted by at least two light cruisers and one or two escorts squadrons. In battle, *Wild Serpent* maneuverer with an ease and grace rarely seen for such a vessel. This manoeuvrability coupled with a broad arc of fire permit her to held her enemies at bay.

Hitting with the rest of the fleet or alone, her firepower is amazing, but this is not what made her reputation. Accurateness and skill of *Wild Serpent* carried units is not to be questioned anymore. Fool be the captain who dismiss her ordnance as insignificant. *Wild Serpent* fighters and bombers crews have often been the last sight of such ship whom believed themselves shielded against so small units.



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/10	10/15/20cm	Spécial	Holofields	5+	0
ARMAMENT		RANGE/SPEED	FIREPOWER/STR	FIRE ARC	
Prow pulsar lance		45 cm	3	Front	
Keel weapons battery		30 cm	10	Left / Front	
Keel weapons battery		30 cm	10	Front / Right	
Keel launch bay		Nightwing: 30cm* Phoenix: 20cm* Vampire Raider: 25cm	4	-	

\*Nightwings function exactly as Darkstars, Phoenix bombers function exactly as Eclipse.

### Special Rules:

- *Wild Serpent* is a legendary ship.
- Fleet commander cannot be assigned to this ship.
- Instead of turning to any facing at the start of its movement, *Wild Serpent* may choose to make a single 45° turn at any point along its movement.
- *Wild Serpent* fighters are always moved before enemy attack craft in the ordnance phase.
- *Wild Serpent* bombers utilizethe „Resilient Attack Craft“ 4+ save rule in the same manner as Eldar fighters. As they are not fighters themselves, they still ignore other types of ordnance normally.
- As part of her cost, *Wild Serpent* is equipped with squadrons of Vampire Raiders which function as assault boats with a speed of 25cm.



# SHADOW POINT.....340 Pts



Uthwe craftworld rarely use its fleets, always hoping to find a solution that will avoid battles and costly losses. On occasions, when decisive strike are required, it call for them. *Shadow Point* is a Void Dragon class grand cruiser commanded by a renowned farseer and is often part of these strike forces where she act as a fleet pivot. Farseers under the guidance of this renowned farseer use her infinity circuit to better divine the future, helping the fleet admiral to coordinate his fleet with an incredible accuracy.

In this context, *Shadow Point* is more than a simple weapons platform, assuming a strategic role in the Admiral tactical display. Farseers linked to the infinity circuitry can forecast big chunks of future giving him a step ahead his opponents.

During Abbadon 13th Black Crusade, Uthwe illustrate itself by decisive attacks from its strike forces. However it wasn't without losses. *Shadow Point* foresaw the destruction of key elements of the enemy fleets using combined attack from Uthwe fleets and Eldar Corsairs fleets, sadly sometimes with heavy losses on their side. With visions from *Shadow Point* farseers, *Uthwe* fleets waged their ships in a continuous campaign, jumping from a battle sector to another and leaving only Chaos shipwrecks behind them. *Shadow point* had never been reported outside a major fleet.



TYPE/HITS		SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Grand Croiseur/8		10/20/25cm	Spécial	Holo Champs	5+	0
ARMAMENT		RANGE/SPEED		FIREPOWER/STR		FIRE ARC
Prow pulsar lance		30 cm		3		Front
Keel weapons battery		30 cm		12		Right / Front / Left
Keel torpedoes		30 cm		8		Front

### Special Rules:

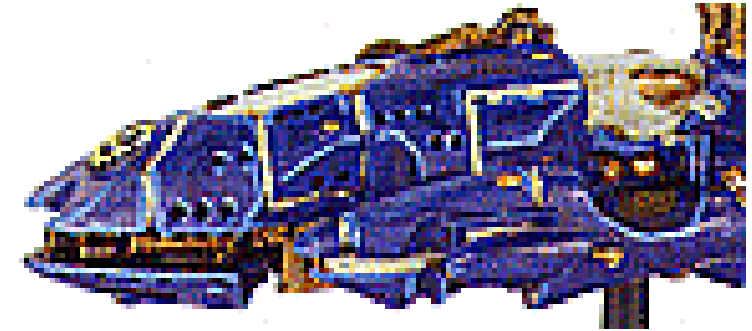
- *Shadow Point* is a legendary ship.
- Fleet Admiral may not be assigned to this ship. As *Shadow Point* already possess a farseer no additional farseer can be assigned to her.
- You may not select *Shadow point* if your fleet is less than 1000pts.
- When *Shadow point* is in your fleet, Eldar player always decide which player play first whatever scenario requirement are.
- As part of her cost, *Shadow point* possess a leadership of 10, 2 additional points of weapons battery (already included in the stats), a farseer and an Aspect Warriors fighting crew. *Shadow point* DOES NOT enter fleet limitations.

# VAUL'S HAMMER.....435 Pts



*Vaul's Hammer* is the only Stellar Phoenix class battleship known to Yme-Loc craftworld, a second is rumoured to have been reported nearby Yme-Loc but without any confirmation of her origin. *Vaul's Hammer* is the first Steallar Phoenix battleship ever built by Yme-Loc, she benefited as such from the purest materials, along the best bonesingers and Eldars craftsmen's. The result exceeded the most enthusiastic farseer vision as, *Vaul's Hammer* is way more tougher than expected. While Yme-Loc foresee to build a few other battleships, some materials used during *Vaul's Hammer* construction are so rare that they have to be replaced for new ones. This make *Vaul's Hammer* unique variant and one of a kind. *Vaul's Hammer* firepower and toughness grant her the name of the Eldar smith god Vaul.

Adeptus Astartes archives shows only one appearance of *Vaul's Hammer* reported by *Emperor's Edict* frigate, only survivor of a punishing expedition against an Eldar Corsairs fleet in Koronus sector date 981.M41. From *Emperor's Edict* records, *Vaul's Hammer* alone has destroyed alone *Philosophy of Courage* and *Inflexible Will* Mars class cruisers.



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	10/15/20cm	Spécial	Holofields	5+	0
ARMAMENT		RANGE/SPEED	FIREPOWER/STR	FIRE ARC	
Prow weapons battery		45 cm	16	Front	
Keel pulsar lance		30 cm	2	Left / Front	
Keel pulsar lance		30 cm	2	Front / Right	
Keel torpedoes		30 cm	8	-	

### Special Rules:

- *Vaul's Hammer* is a legendary ship.
- Fleet commander cannot be assigned to this ship.
- Eldar craftsmen and bonesingers from Yme-Loc have done a masterpiece in *Vaul's Hammer* creation. Structural purity of *Vaul's Hammer* is such that she have a +2 HP modifier (already included in stats) and she suffer critical hits only on 5+ instead of 4+.
- *Vaul's Hammer* is equipped with a polarization field, low-level energy bubble surrounding the ship and channelling the debris of space around the vessel. The ship does not suffer a hit for moving through blast markers and ignores all effects of solar flares
- *Vaul's Hammer* is equipped with gravitic accelerators which give an extra boost to torpedoes and attack craft. WHEN FIRST LAUNCHED, ordnance receives an extra +10cm to its movement.

## ANNEX 2: IYANDEN CRAFTWORLD





# THE TYRANID INVASION OF IYANDEN CRAFTWORLD, 992.M41

Thousands of years ago Eldar civilisation was all but destroyed in a catastrophe brought about by their own decadent hedonism, the only survivors fleeing from their planets in giant space vessels known as craftworlds. Iyanden was the largest of all of the Eldar craftworlds and its people the most numerous. It drifted serenely through the void of space, far away from the inhabited planets of other races. Then, from out of the darkness of intergalactic space exploded the Tyranids, and Iyanden became the scene of the Eldar's first encounter with the Tyranid Swarm, the all-consuming menace whose locust-like advance through the galaxy has since enveloped hundreds of human worlds.

The first warning the Eldar of Iyanden had of their fate was brought by the craftworld's far roaming Rangers, Eldar whose instincts drive them to a life of exploration and danger, and who secretly monitor the planets and alien races near their craftworld. The news that the Rangers brought was dire: a Tyranid hive fleet of immense proportions was heading towards Iyanden Craftworld. Already over a dozen Imperial planets had been consumed in the Tyranid's advance and, although the Imperium was mounting furious counter-attacks as and when it could, it would be months until a major Imperial taskforce could be mobilised to deal with the threat. By then Iyanden would have been overrun.

Farseer Kelmon, leader and spiritual head of the craftworld, called together the Eldar of Iyanden and warned them of the impending Tyranid assault. Each Eldar craftworld has a great hall, known as the Place of Answering, which is capable of holding every member of the craftworld. At times of crisis the Eldar meet there, so that all may know of the peril that faces their craftworld, and so that any Eldar may voice an opinion on the course of action that should be taken. Only once all views have been debated, and a consensus of opinion reached, will the craftworld's Farseer decide on the course of action to be taken.

The debate on the action to take against the Tyranid hive fleet was heated and prolonged. The more conservative elements of the craftworld argued for a policy of isolation, shielding the craftworld behind a powerful psychic shield in an attempt to avoid all contact with the Tyranids. The more aggressive elements wanted to attack the Tyranids immediately, dispatching the fleet to destroy the Tyranids before they reached the craftworld.

Both courses of action were deeply flawed, however, because they took no account of the sheer size of the Tyranid Swarm.

It took a powerful speech from the Ranger Irilith, who had seen the hive fleet at first hand and understood the terrible threat that it represented. For over an hour she drove home to all present that the hive fleet was too large to hide from, or for the Eldar fleet to defeat on its own. It would take the combined efforts of every Eldar on Iyanden to have any chance of turning back the Tyranids. Even then they might not succeed in defeating the alien menace.

A hush fell on the Hall as Irilith finished her speech. No more needed to be said, for all the Eldar present now realised the sheer enormity of the task ahead.

Farseer Kelmon rose and ordered that the Eldar prepare the defences of Iyanden Craftworld. All elements of the fleet would be recalled, and every single Eldar must take on the Warrior Aspect of Warlock, Guardian or Aspect Warrior. The entire gigantic craftworld would be fortified, for there could be no doubt that the Tyranids would breach their outer defences and land on the ship. Help must be requested from the other Eldar craftworlds. The Avatar, the embodied spirit of the craftworld's War God, must be awakened to take part in the battle. And, most terrible of all, all of the craftworld's ancient spirit stones must be plucked from their resting places and implanted in metal fighting bodies to battle as Ghost Warriors. When an Eldar dies their spirit is released into a gem known as a spirit stone, which is grafted into the very structure of their craftworld to preserve the dead Eldar's consciousness. Thus, each Craftworld is a living thing which preserves a little of the once great Eldar civilisation. By risking the destruction of the craftworld's spirit stones, Kelmon risked the destruction of Iyanden's culture and racial memory. It was a grave chance to take, but Kelmon knew that the Ghost Warriors could make the difference between victory and defeat in the struggle that was coming.

The first Tyranid Hive Swarms attacked Iyanden just twenty days later. By then the craftworld had already been isolated for over a week by a Tyranid psychic blockade which made it extremely difficult for the other Eldar craftworlds to send help. Apart from a few scattered units that made it through, Iyanden would be fighting the Tyranids on its own. Nonetheless, the first Tyranid waves were dealt with easily and efficiently by the Eldar fleet. The Eldar's spacecraft were faster, more manoeuvrable and had longer ranged weapon than their opponents. In battle after battle the Eldar spacecraft destroyed the lumbering hive ships while only suffering minimal casualties themselves.

## THE TYRANID INVASION OF IYANDEN CRAFTWORLD, 992.M41

For a while it looked as if the fleet might be able to hold off the Tyranids on its own, as wave after wave of Tyranids were wiped out. But Farseer Kelmon was not convinced. Already the ability of the craftworld's forges to replace destroyed Eldar spacecraft was being outstripped by the casualties being suffered in the deep space battles that raged around the Craftworld. The Eldar fleet was being ground down in a massive battle of attrition; a battle that only the Tyranids could hope to win.

As if to confirm Kelmon's worst fears the next Tyranid wave was massive, very nearly twice the size of any that had hit the craftworld so far. The Eldar fleet suffered terrible casualties in its attempt to hold the Tyranids off, and for the first time was unable to stop them landing on the craftworld. Although the landing was wiped out before any serious damage was done, the Eldar fleet as a large-scale fighting force had ceased to exist. Still there was hope, especially if the wave had represented the Tyranid's main assault force. Eldar spirits were raised even more as the next wave turned out to be tiny in comparison to what had come earlier. Although the weakened fleet couldn't keep all of the swarms away from the craftworld, the landings that were made were easily isolated and destroyed. For a short while it seemed that the Eldar had weathered the storm.

Then Iyanden was hit by two huge attacks in succession. The pitiful remnants of the Eldar fleet opposed the Hive Swarms as best they could, but were swept aside by a tide of alien spacecraft. Iyanden was all but engulfed as horde after horde of Tyranid Warriors, Genestealers, Gaunts and Carnifexes were disgorged onto the craftworld. Huge battles erupted all over Iyanden, the fighting bitter and close ranged with enemy forces often only separated by the width of a corridor of wraithbone wall, as the Eldar desperately attempted to beat off the alien invaders. Often they succeeded, but the Fortress of Tears, Shrine of Asuryan and, most terrible of all, the ancient Forests of Silence, all fell to the Tyranid hordes.

The Eldar counter-attacked, the raging figure of the Avatar leading the craftworld's Aspect Warriors and Ghost Warriors in a berserk orgy of destruction which recaptured the Forests of Silence from the Tyranids. It is said that the Eldar Warriors wept tears of rage and sorrow to see the damage inflicted on the ancient forest domes of their craftworld. Slowly the Eldar managed to turn the tide on the Tyranids and gain the upper hand, forcing them back onto the defensive. And then another huge Tyranid wave arrived, the third in succession, and the largest yet. As swarm after swarm flickered into existence on the Eldar's scanners, Kelmon knew that, barring a miracle, Iyanden Craftworld was doomed...



Over fifty years before the Tyranid assault, High Admiral Yriel had led the Iyanden fleet. Although he was considered one of the greatest Eldar naval tacticians to have ever lived, his character was flawed by the sin of pride. When Iyanden had been threatened by a Chaos space fleet raiding out of the Eye of Terror, Yriel had led the fleet on a pre-emptive attack on the Chaos fleet's flagship, leaving Iyanden Craftworld unprotected. He only returned just in time to stop a suicide attack by a small flotilla of Chaos raider ships, who nonetheless managed to damage the craftworld. Expecting to be feted and honoured for his victory, Yriel was deeply angered when he was called upon to defend his course of action. Claiming that his record should speak for itself, Yriel refused to enter into the debate, leaving his old friend Kelmon no choice but to elect a new High Admiral in his place. Bitter with rage, Yriel vowed that he would never set foot on Iyanden again. He and a small band of followers left the craftworld and formed an Eldar Raider company that became the single most powerful Eldar pirate force operating in the galaxy.

When he heard of the Tyranid's assault on Iyanden, Yriel did his best to ignore the terrible peril that threatened his old craftworld. But proud though he was, righteously angry though he was, Yriel could not leave Iyanden to its fate in this, its very darkest hour. Battling his way through the Tyranids' psychic blockade, Yriel swept to the aid of his people and arrived just in time. Like a thunderbolt from the blue Yriel and his raider fleet smashed into the Tyranid Hive Swarms. He was quickly joined by the few remaining craft of Iyanden's fleet, and together the combined Eldar space fleets tore the Tyranid Swarms apart.

## THE TYRANID INVASION OF 992.M41 & IYANDEN SPECIAL RULES

Two more waves of Tyranid Hive Swarms attacked the craftworld, only to meet the same fate. Not a single Tyranid ship reached the craftworld, though the cost to the Raiders was dear. Bloodied but unbowed the Raiders prepared to sell their lives to the last in order to turn back the next wave of Tyranids. On the bridges of the craftworld and of the circling Eldar ships vigilant eyes watched the scanners, waiting for the first tell-tale blip that would indicate the direction of the next assault. Minutes passed, then hours, and with a growing sense of wonder the Eldar realised that no more Tyranid Swarms were coming – the assault was over. The hive fleet had been destroyed!

But on Iyanden Craftworld the war went on. The Tyranid hordes that had been fighting a tenacious rear-guard action awaiting the aid of the rest of the hive fleet now turned like cornered rats and hurled themselves at the Eldar. Caught by surprise the Eldar staggered back, desperately trying to hold the suicidal Tyranid onslaught. The Fortress of the Red Moon fell to a surprise attack. And for a moment it seemed that with victory within their grasp the Eldar would be defeated. But, for the second time, Yriel led his Raiders to the rescue of the craftworld.

Disembarking from their orbiting spacecraft the Raiders joined with the battered defenders of Iyanden Craftworld and, yard by yard, step by step, forced the Tyranids back. A final wild charge led by the Tyranid Hive Tyrant was annihilated by the combined efforts of the Avatar, Yriel and the Ghost Warriors, and then in a series of vicious one-sided battles the last of the Tyranids were hunted down and destroyed. The Tyranid attack on Iyanden Craftworld was over. The Tyranids had been defeated.

But the victory was a hollow one. Though the Eldar had repulsed the invaders, the cost was enormous. Their once-proud world stood in ruins, and four-fifths of the inhabitants were dead or lay dying in its shattered halls. Iyanden's mighty space fleet was a pitiful shadow of its former self; the blasted remains of its majestic spacecraft and their brave crews hanging silent and weightless in space. But all this could be rebuilt, maybe not for hundreds of generations, but one day in the distant future. What was lost forever were the souls of the Eldar whose spirit stones had been destroyed in the battle against the Tyranids. The massive destruction wrought upon the people and Ghost Warriors of Iyanden dealt the craftworld a blow from which its culture could never fully recover.



### IYANDEN SPECIAL RULES (BFG FR)

An Iyanden fleet may use any fleet list available. But, since M.41 Tyranid invasion, Iyanden vessels must be adapted to work with skeleton crews and additional spirit stones.

As such, if “skeleton crew” or “skeleton crew & upgraded security systems” options are available on a ship choices, Iyanden player **MUST** select them. Unless the ship is a legendary ship or flag ship (Fleet commander ship), if none of the previous options are not available in the ship choices, Iyanden player may select to equip one or more of these ships with “skeleton crews” option (see below).

Skeleton crew: for -5pts, this vessel can be equipped with a skeleton crew and additional spirit stones, it can no longer attempt boarding attack and a ship that successfully boards this vessel gains a +1 modifier in addition to any other modifiers. All hit and run attacks against this vessel add +1 to their roll.



# FLAME OF ASURYAN .....320 Pts



At the heart of Iyanden lies the Shrine of Asuryan. It is here that the most powerful and wise of Iyanden's leaders gather for all talk of war and it is here that the armies of Iyanden muster when the time comes. There is no place more sacred, nor more heavily guarded within the entire Craftworld. At the centre of this great shrine burns a constant flickering fire, the Flame of Asuryan itself – a beacon, a symbol of hope to the Eldar of the Craftworld. It is said that the Flame of Asuryan is the burning fire with which the Eldar will claim victory over all who would attack the Craftworld, though it is also said that should the flame ever go out, Iyanden's light will diminish also. When Yriel led the Craftworld's fleet, he was considered to be the favoured of Asuryan, and amongst his many great titles earned himself the honorific of 'Bearer of the Flame', and duly renamed his flagship The Flame of Asuryan accordingly.

The Flame of Asuryan is magnificent, even by the standard of Dragonships. It bears three great sails – one born upon its long elegant spine, and another pair each mounted atop the great outriggers to its flanks, both of which also bear deadly pulsar lances. The Flame of Asuryan bore Yriel to many great victories at the head of the Iyanden fleet and he would give little thought to parting with the vessel once his own rank was lost and his own place amongst the Craftworld taken from him. Instead, he and his most loyal followers departed, Yriel himself still aboard his mighty flagship. By such means did the Flame of Asuryan come to depart the Craftworld of Iyanden. When Hivefleet Kraken descended upon Iyanden, Yriel made no attempt to aid his former home, but when the Tyranids overran Iyanden and threatened the Shrine of Asuryan itself, he could no longer ignore its calling. Returning at the head of a mighty fleet of raiders who he had gathered about him in his years of exile, Yriel smashed aside the Tyranid fleet.



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Grand Cruiser/8	10/20/25cm	Spécial	Holo-fields	5+	0
ARMAMENT		RANGE/SPEED	FIREPOWER/STR	FIRE ARC	
Keel pulsar lance		30 cm	1	Left / Front	
Keel pulsar lance		30 cm	1	Front / Right	
Prow weapons battery		30 cm	16	Front	
Keel launch bay		Nightwing: 30cm* Phoenix: 20cm* Vampire Raider: 25cm**	4	-	

\*Nightwings function exactly as Darkstars, Phoenix bombers function exactly as Eclipse.

### **Special Rules:**

- *Flame of Asuryan* is a legendary ship.
- With the only exception of Prince Yriel who must be assigned to her if both are present, Fleet commander cannot be assigned to this ship.
- As part of her cost, *Flame of Asuryan* has 2 additional firepower point of weapons battery (compared to standard Void Dragon) and carries the most fearsome members of Yriel's own pirate warband, which count as an Aspect Warrior Fighting Crew.
- \*\* FAQ 2010: As part of her cost, *Flame of Asuryan* is equipped with squadrons of Vampire Raiders which function as assault boats with a speed of 25cm.

# HERO - PRINCE YRIEL, BEARER OF THE FLAME, IYANDEN AUTARCH.....150Pts



## HERO - PRINCE YRIEL, BEARER OF THE FLAME, IYANDEN AUTARCH

Prince Yriel is an Eldar Autarch of the Iyanden Craftworld, High Admiral of the Iyanden fleet, High Admiral of the Eldritch Raiders Corsair fleet, and is widely considered to be the greatest Eldar naval genius to have ever lived. When Iyanden was facing destruction at the hands of Hive Fleet Kraken, Yriel returned from self-imposed exile with his Eldritch Raiders to save the craftworld from becoming totally extinct.

Yriel is unusual in that he holds the position of Autarch without any notable experience in any of the Eldar Paths of War (which requires individuals to select an aspect of Khaine to follow). It is rather his experience in the Path of the Mariner which qualifies him for the position.

Yriel has access to the most elaborate weapons and all military resources from Iyanden craftworld.

Prince Yriel is an Eldar Hero and can combine Eldar Craftworld and Eldar Corsairs fleets as described p.10.

Prince Yriel.....150Pts

His cost include a re-roll, an Aspect Warrior fighting crew and his flag ship is equipped with a squadron of Vampire raiders.

A second and a third re-roll can be bought at same cost as rules p.10:

Second re-roll .....75Pts

Third re-roll.....100Pts

Prince Yriel must be embarked on a Dragonship equipped with launch bays, even if he is leading a Corsair fleet. A fleet led by him has an attack rating of 4, even if it includes Craftworld vessels. He must be embarked aboard the Flame of Asuryan if it is present, in which case his cost is 125 points.



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