

EPIC

SWORDWIND



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EPIC SWORDWIND

"There's only one true path in life – the path that leads to war."

– Mauryon of Biel-Tan

Swordwind is a supplement for the Epic game, providing new forces, background and gaming material for existing players. Swordwind focuses on the Baran War and the forces which took part in it, covering three new armies in depth – The Eldar Swordwind of Biel-Tan, the Feral Ork hordes and the Baran Siegemasters Imperial Guard regiment.

Inside, you will find the following:

Forces: New units and datasheets for Epic, including the complete Eldar army plus new units for Imperial Guard and Ork armies.

Collecting & Painting: Advice on collecting and painting any of the armies presented in this supplement, including their colour schemes, insignia and markings.

The Baran War: A full history of the Baran War, the rise of the Feral Ork Warlord Snagga-snagga and the arrival of the avenging Swordwind.

Gaming: Grand tournament army lists for all the major protagonists in the Baran War – the Eldar Warhost of Biel-Tan, the Baran Siegemasters Imperial Guard regiments and the Feral Ork hordes of Warlord Snagga-snagga.

Appendices: Useful information including a list of Collector's Models for the Eldar and handy reference sheets for each of the armies.

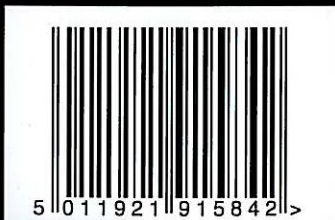
This is not a complete game – you will need a copy of Epic: Armageddon to use the contents of this book. You can also download the rules you need to use this book from the Epic website at:

www.specialist-games.com/epic/tlr.asp



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1.0 FORCES

In this section we present a description of the units which form the armies of the Eldar, the Baran Siegemasters and the Feral Orks. In the case of the Orks and Imperial Guard, many of the units in their armies should already be familiar from the Epic: Armageddon book, and these are not included here to avoid repetition. When selecting an army for either the Baran Siegemasters or the Feral Orks (as described in the gaming section), you'll need to refer to the units in Epic: Armageddon, as well as the new units represented here.

UNIT DATASHEETS

All the units included in this section have a datasheet that tells you how fast, shooty and tough the unit is. The datasheets provide the following information:

Type: What target type the unit belongs to.

Speed: The speed of the unit. This is the distance in centimetres the unit can move each turn while still firing its weapons fairly effectively. It is possible for units to move faster than this if you wish, but their shooting will be far less effective.

Armour: This number shows how well protected and/or difficult to damage the unit is. If a hit is scored on the unit then you must roll this number or higher on a D6 to 'save' the unit from the damage.

Close Combat: This number shows how effective the unit is at close combat (that is, combat with an enemy unit where the respective units' bases actually touch). It is used when the unit assaults an enemy unit, or is itself the target of an assault. Assaults which do not bring the unit into base contact with the enemy instead use the firefight value, below.

Firefight: This number shows how effective the unit is when involved in a short-ranged firefight. Unlike close combat, the firefight value is used by units who are

within 15cm of the enemy, but not touching them, during an assault. As you can see, the Vyper jetbike in the example below is better in a firefight than in close combat.

Weapons: This section of the data sheet lists what weapons the unit carries. This section also includes any additional 'weapon options' the unit may take, and if any weapons have limited weapon fire arcs (see below).


Range: The range of the weapon in centimetres.

Firepower: The numbers here represent how effective the weapon is when it shoots. Firepower comes in two forms: Anti-Personnel (abbreviated to AP) and Anti-Tank (abbreviated to AT). AP fire is used against infantry targets and AT fire against armoured vehicles. A weapon that has both an AP and an AT value may choose to use either one when it attacks, but may not use both in the same turn. The value listed for a weapon is usually the score required on a single D6 to score a hit. Some units have additional special abilities that are explained in section 2.2 of the Epic rulebook.

Notes: If any special rules apply to the unit, they will be noted here. An explanation of what effect these rules have can be found on the reference sheet in the appendices of this book.

VYPER JETBIKES				
Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	35cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Scatter Laser	30cm	AP5+/AT5+	-	

Notes: *Skimmer.*




1.1 THE ELДАР

"Ask not the Eldar a question, for they will give you three answers, all of which are true and horrifying to know."

– Inquisitor Czevak

The Craftworlds

Lost in the vastness of space the craftworlds float in utter isolation like scattered jewels upon a pall of velvet. No star-shine illuminates their sleek towers. Distant from the warmth of sun or planet, their domes stare into the darkness of empty space. Inner lights glisten like phosphorus through semi-transparent surfaces. Within live the few survivors of planets abandoned aeons ago amidst terrifying destruction. These are the Eldar, a race that is all but extinct, the last remnants of a people whose mere dreams once overturned worlds and quenched suns.

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.

During the final cataclysm these gigantic space-cities fled, carrying a proportion of the Eldar race to safety and permanent exile. Some craftworlds survived for hundreds, or even thousands of years before their people faded and died, while others endure to this day.

Many floated into the voids and were lost forever in regions of space that remain dark and unexplored. They may be there still, lonely and unheard voices in the wilderness of deep space.

Over the centuries the craftworlds' occupants sought out other surviving Eldar amongst the far flung Exodite colonies, and even began to settle new worlds of their own. In this way the paths of Eldar and Mankind met for the first time and humans became acquainted with the most ancient and enigmatic of the galaxy's living races. The names of the greatest craftworlds were soon heard upon human lips: Alaitoc, Iyanden, Biel-Tan, Saim-Hann and Ulthwé. All this was many thousands of years ago, yet to this day it is doubtful that more than a handful of humans have ever stepped within an Eldar craftworld.

Every craftworld is thought to be represented by an Eldar rune which denotes that craftworld's spacecraft and warriors. Such runes have been observed carried into battle, emblazoned on the craftworld's banners and vehicles. The uniforms of Eldar corpses recovered after an encounter are also decorated with these runes. Information gleaned from captive Eldar specimens and from the heretics who continue to trade with the enemy have revealed something of the meaning and mythological significance of these mysterious symbols.



The Eye of Isha

This rune depicts the sorrow of Isha, the fertility goddess from whom the Eldar say they sprung. This is the symbol of the Ulthwé craftworld, whose name is a contraction of 'Ulthanash Shelwé' meaning the Song of Ulthanash. This ancient song describes the lay of Eldanesh, who is the most revered of all Eldar heroes.

The Shrine of Asuryan

Asuryan is not only the oldest but also the greatest of the ancient Eldar deities. He is the father of the gods, the ancestor of all living things. This is the symbol of the Iyanden craftworld whose name means 'Light in the Darkness', a reference to the burning shrine of Asuryan, the final hope of the Eldar of Iyanden.



The Cosmic Serpent

In Eldar myth, this serpent is the only creature believed to exist in both the material and the psychic universes at the same time. Hence, the serpent is said to know all secrets, past and present. Because the Eldar word for both 'snake' and 'secret knowledge' is 'Saim', this is the symbol of the Saim-Hann craftworld.

The Reborn

This rune stands for the principle of reincarnation, a fate thought to have befallen every Eldar before the Fall. The symbol denotes the craftworld of Biel-Tan, whose name means 'Rebirth of Ancient Days'. For them, winter has fallen on the Eldar but the Biel-Tan are convinced that spring will soon return.



The Doom of Eldanesh

Eldanesh was an Eldar hero who was slain by the jealous war god Khaine. The symbol of Alaitoc depicts the sword of Khaine bisecting the Red Moon, the sign of Eldanesh. The Red Moon is an ill-omen for most Eldar and the Alaitoc use it to remind them of what happens if mortals offend the gods.

The Webway

The Eldar craftworlds float in deep space and move at only sub-light speeds. Their exact locations are not known by other races, and the Eldar themselves do not consider their physical positions to be of much importance. Eldar spacecraft can travel between the different craftworlds by means of a system of what may be imagined as tunnels or bridges through Warp space. These tunnels form a network which links the craftworlds and some of the Exodite worlds together, and which supposedly extends to many other worlds throughout the galaxy. The gateways by which these tunnels are entered are not readily visible except for the main spatial gateway on every craftworld. This takes the form of a swirling sphere of light and darkness held in stasis immediately astern the craftworld.

It is by means of their network that the Eldar travel throughout the galaxy. The largest and most important tunnels are big enough to carry spacecraft, though most tunnels are much smaller and lead from one



craftworld to another, or directly to a planet's surface. Some of them are only big enough to allow Eldar or very small vehicles to pass. Every craftworld contains some chambers which open directly onto these tunnels. Some lead to places long since abandoned or destroyed, or else inhabited by the daemons of the Warp. These doors are sealed with runes of power, lest unknown horrors gain access to the craftworld or some unwary traveller unwittingly open a doorway and be sucked into Warp space.

The tunnel network is known as the Webway, although the title is in some ways misleading. If a map of the network were superimposed over the galaxy it wouldn't resemble a spider's web, with the pattern radiating from a single nodal point. Instead the map would resemble an almost random pattern, with many separate nodal points centred upon the largest craftworlds.

Were an observer to see such a map he would immediately see that craftworlds are not always directly connected to each other, so a traveller must often trace a route through several different craftworlds or planets in order to reach his destination. Not all routes are sufficiently large to give access to spacecraft, so whilst individuals might be able to travel directly to a specific craftworld or planet, a spacecraft might have to take a different route entirely, or be unable to reach that place at all. Breaks and fluctuating accessibility would make the map far from certain, whilst the loss of worlds in ages past would create dangerous dead ends.

In fact no such map exists, or at least not in the form described. The exact shape and form of the Webway is not fully understood by the Eldar, except perhaps by the strange wanderers known as Harlequins. Knowledge of the myriad secret ways is considered of such importance that the Eldar are in no hurry to share its secrets with humans. Each craftworld's place in the Webway is known only to its Seers. It is rumoured that a map was made many thousands of years ago, which is now kept in the Black Library. Although it is now no longer entirely accurate, it shows many secret ways which have since been lost or forgotten. If this is so then the Guardians of the Black Library have chosen to keep their secrets, and one can only imagine that they have good reason to do so.

When the Eldar go to war they travel through the tunnels of the Webway. Such journeys are relatively fast, enabling spacefleets to move easily between the network's major gateways. This enables the Eldar to move swiftly to places directly connected by the Webway, but makes it extremely difficult for them to reach worlds which have no gate into the network. Eldar spacecraft can travel through the Warp using their warp drives, although this is a slow and dangerous process for them. Unlike humans, the Eldar have no Navigators who can steer through Warp space. Furthermore, the daemons of the Warp are attracted far more strongly to vibrant Eldar spirits than to the dull, shadowy minds of men. As a result of these factors the Eldar travel infrequently to places that lie more than a few light years from their Webway exits.

THE FALL OF THE ELДАР

Over ten thousand years ago the Eldar suffered the greatest tragedy ever to befall a prosperous and intelligent race. The Eldar civilisation was at its height and held domain over a significant portion of the galaxy. Their worlds were places of great peace and beauty, paradises of personal contentment and cultural achievement. However, all this was to end in the cataclysm of destruction which wiped out the inter-planetary civilisation of the Eldar at a single stroke. This cataclysm is known simply as the Fall. The events that led to the Fall are not a matter of record but of tradition and speculation. What follows is the story of the Fall as it is generally accepted by the Eldar.

The Eldar were a proud and arrogant people, confident in their superiority and dismissive of alien barbarians. Their technological achievements exceeded those of all other races, and none amongst them doubted that this state of affairs would continue indefinitely. In many ways the Eldar had good reason to be confident, for no other race posed a serious threat to their wealth or stability. The Fall, when it came, took a form far more subtle and dangerous than that of an alien invasion.

In those times there were no craftworlds, no clearly defined paths for the Eldar to tread that they might keep their consciences honed and keen. Instead, all Eldar pursued their inclinations according to their own will, indulging every whim and investigating every curiosity. Their great minds turned as easily to art as to science. They created many beautiful things and learned much about the universe that is nowadays forgotten. Their lives were long, and when they eventually died their spirits dissolved peacefully back into the Warp to be reborn again. There were no spirit stones to contain their undying spirits in those days, nor had they any need of such things, for the Warp did not then hold the dangers that it does today.

Slowly but surely the worm of pride began to eat away at the Eldar race. They thought all secrets theirs to uncover, all pleasures theirs to partake. Heedlessly they plundered the precious resources of their marvellous minds. The Eldar had long outgrown the need for labour or simple manual agriculture. Society provided all that was required without individual effort, leaving a long life-time for the Eldar to spend satisfying their least desire. Some gave way to their most hedonistic impulses. Exotic cults sprang up all over the Eldar domains, each dedicated to a different aspect of esoteric knowledge or sensual excess. As these cults gained a tighter hold over the Eldar so their society became increasingly divided. The corruption turned quickly to wanton abandon. Gangs of sadistic killers prowled the streets in search of victims. No life was spared in the pursuit of pleasures both murderous and perverse. A sickness of concupiscence overtook the Eldar race. Blood flowed through the streets amidst the bestial roar of the crowd.

Only a fool would pretend to understand the strange otherworld that is the Warp for it is, by its very nature, inconstant and incomprehensible. Yet it was within the warp that the destruction of the Eldar race took shape. It was here amidst the swirling psychic energy that their corruption became manifest. Within the psychic other-



realm of Warp space their departing spirits began to coalesce into a gestalt consciousness. What an unimaginably foul and sickening mind it was that the Eldar raised unknowingly in the Warp. It was a shadow of themselves, of what they had become, of nobility and pride brought low by perversity and shamelessness. What the Eldar could only realise too late was that they had created a god in their own image, a god grown immense and potent upon the rich fodder of the Eldar spirit.

Within the Warp thoughts and emotions swell and grow, fed by fellow feelings until they achieve a consciousness of sorts. They become spirits of greater or lesser potency, and their long gestation is followed by birthing pains which rock the Warp and rupture the fabric of space. No creature of the Warp was ever to be birthed that was as monstrous or as powerful as the Chaos God Slaanesh – the Great Enemy, and the Doom of the Eldar incarnate.

For years the Eldar were riven with madness as Slaanesh dreamed in the Warp. Worlds burned and Eldar slew and laughed and feasted upon the corpses of the dead, and Slaanesh stirred uneasily into life. When the time came for Slaanesh to be born into divine consciousness there was not one Eldar anywhere who did not feel the agony. With a howl of psychic power Slaanesh rose into supernatural life and cried out in his pain. A psychic implosion tore at the universe. The spirits of the Eldar were drawn from their minds and consumed as their god took his first infernal breath. Intoxicated with this first draught Slaanesh laughed and looked upon a universe of gods.

The epicentre of the psychic implosion lay within the heart of the Eldar realms. All Eldar within thousands of light years were destroyed in an instant, their spirits sucked into the Warp to feed the hungry god. Even the Craftworlds were overwhelmed as they fled, and only those furthest away from the epicentre survived. Upon the fringes of the galaxy the shockwave slew millions of Eldar Exodites, leaving only the remotest worlds largely untouched. In a moment the Eldar had become a doomed people, reduced to a tiny remnant of refugees scattered throughout space, knowing that their Great Enemy had been born and would pursue them for the rest of eternity.

THE ELDAR PATH

It is hard for a human to understand the incredible potential of the Eldar mind. To an Eldar all of life's experiences are available to a heightened degree: the intellectual rewards of study, the exhilaration of battle, the creative impulses of art and music, and every imaginable pleasure of sensation. No creature, not even an Eldar, can taste of such fruits in an uncontrolled or undisciplined way. For an Eldar to yield absolutely to his desires would destroy him, for they have the ability to sate almost any intellectual whim, or to satisfy any physical appetite. Such was the fate of the ancient Eldar, who succumbed to the temptations of intellectual conceit and physical pleasure, and whose depravities brought about the fall of the Eldar worlds themselves.

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. Amongst the most arduous of all paths is that of the Seer, for the Seers manipulate psychic forces to foretell the future, and Seers of great accomplishment have fearsome powers. There are innumerable paths, some chosen but rarely, each offering its followers a complete way of life.

Once an Eldar has mastered one path he chooses another, and in this way builds up a repertoire of abilities over which he has complete control. An Eldar may travel many different paths in his life, and the skills he learns in each path serve to enrich further accomplishments. A few Eldar may be drawn so deeply along their chosen path that they can never leave it, and instead go on to a final, ultimate dedication of mind and body. This is a frightening fate for the Eldar, for anyone who is trapped in this way can never choose another path, but must live out the rest of their life as a living icon of achievement. Such individuals slowly deny the broad range of experience, concentrating increasingly on their path, until their self identity disappears and they become pure expressions of their path. In the case of the Warrior Aspects these individuals are known as Exarchs.



The Path Of The Warrior

The Path of the Warrior calls to most Eldar at some time in their long lives. Both male and female Eldar may take this path, and warriors are as likely to be female as male. Unlike some of the other Eldar paths, that of the Warrior is divided into many separate ways. Each of these is called a Warrior Aspect, and represents a different facet of the Eldar War God Kaela Mensha Khaine. Every Aspect differs in its methods of warfare, and many offer specialist skills designed for specific battlefield roles. Exactly what draws an Eldar onto the Path of the Warrior is uncertain. Perhaps it is the recognition of an innate destructive impulse which only ritual training and combat can purge, or perhaps it is a sense of duty, knowing that their race's ultimate doom will only come quicker if the Eldar themselves do not fight to prevent it.

There are many Warrior Aspects. Some are unique to specific craftworlds, many are common to all, whilst others are practised on some craftworlds but not others. Each Warrior Aspect on a craftworld is represented by a shrine. Within these shrines the Aspect Warriors are trained in the lore of combat. Their minds and bodies are honed with endless exercise, both physical and spiritual, until they become suffused with the Aspect of Kaela Mensha Khaine that their shrine represents.

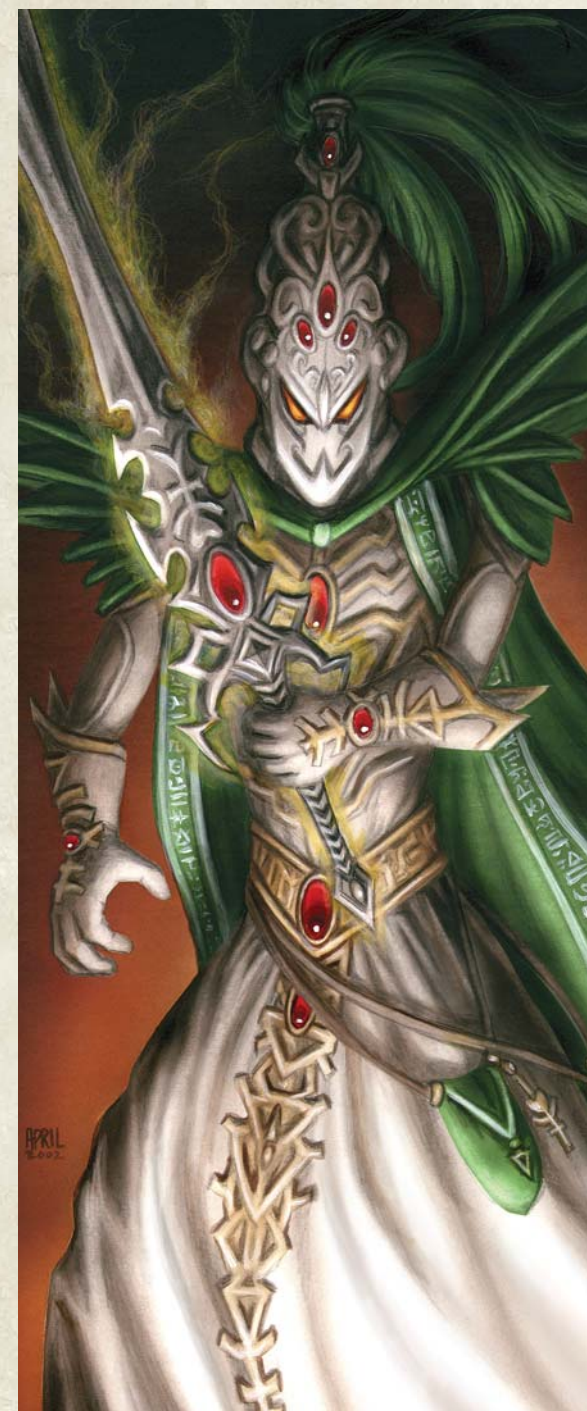
The Aspect Warriors do not live in the shrines, and when they put aside their ritual masks and uniforms they can walk at peace through their craftworld. Only the keepers of the shrine live within them, the Exarchs, Aspect Warriors who have become so wholly one with their Aspect that they cannot leave the Path of the Warrior. Exarchs emerge from their shrines only in times of war or conclave, and are held in a mixture of fear and awe by other Eldar.

The Path of the Seer

The Eldar are a psychic race, and can all manipulate psychic energy to a greater or lesser degree. Their technology is based upon psychically sensitive materials such as wraithbone, and many devices of an otherwise ordinary nature are operated by means of psychic triggers and controllers. The vast majority of Eldar utilise only the most natural and inborn of their psychic powers. Eldar drawn onto the Path of the Seer are unique in that they explore their psychic potential and learn how to manipulate runes to gain mastery over the psychic universe.

The Path of the Seer is also known as the Witch Path. It is a dangerous path, for psychic phenomena are intimately connected with Warp space with all its attendant perils. An Eldar Seer acquires his skills slowly and carefully, for to proceed too quickly would be to invite the most heinous damnation. Daemons lurk on the other side of the Warp ready to pounce upon the mind of an overambitious Seer and devour his spirit.

Although there are many divisions of the Path of the Seer most Seers are peaceful members of their society. There is one aspect of the Seer which is bellicose and aggressive, and individuals of this kind are called Warlocks. Warlocks are Seers who have once trodden the Path of the Warrior. It is their previous experience as warriors that enables them to control their



destructive impulses in battle. The enclosing helmets that are worn by Warlocks are kept in the shrines of the Warrior Aspects. A Warlock can only don his warrior-seer self by returning to his old shrine and receiving the helmet from an Exarch as part of the blood ritual of the Aspect Warrior. The Warlocks are both warriors and Seers, the most deadly combination imaginable.

The Witch Path is almost as dangerous and enticing as the Path of the Warrior. The intricacies and challenges of runic lore can entrap a Seer, drawing his mind so far along the Witch Path that it becomes impossible for him to turn back. Seers who are unable to leave the Witch Path become Farseers. Once an Eldar assumes the mantle of the Farseer the rest of his life is predetermined; he can never tread any other path again.



Farseers are masters of divination. They explore the endless time streams of past and future, studying the manifold possibilities of the least decision or action. Just as the Farseers guide the fate of the craftworlds, so they can guide the fighting armies of the Eldar, and it is usual for a large Eldar army to be accompanied by a Farseer.

The Path of the Outcast

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.

There are many kinds and degrees of Outcast, such as the wandering Rangers and the roguish Pirates. They leave their craftworlds and live elsewhere, often wandering the galaxy and visiting the worlds of men or the Exodites. They are not welcome aboard craftworlds except briefly, for their minds are dangerously

unbounded and attract predators from the psychic realms of the Warp. Outcasts are also disruptive in another sense, for their presence can distract the young and inexperienced from the Eldar path by their romantic tales of travel and freedom.

Special Rule 1.1.1 Farsight

Eldar Farseers are able to partially unravel the threads of time, allowing them to foresee events that may affect his army, and act to counter them. To represent this, any Eldar formation that includes a Farseer may ignore the -1 Action test penalty when they try to retain the initiative.

In addition, once per turn the Eldar player may attempt to retain the initiative twice in a row (i.e. the Eldar player can retain the initiative and take another action after having successfully retained the initiative once already). Any Eldar formation may be chosen, including those that do not include a Farseer, but at least one Farseer must still be in play and on the battlefield. The formation must still pass an initiative test in order to carry out the action, and will suffer the -1 modifier for retaining the initiative unless it includes a Farseer. Once the action has been taken the initiative returns to the opposing player.

Special Rule 1.1.2 Hit & Run Tactics

The Eldar are a dying race, and any loss is deeply mourned. Because of this they have developed tactics that, when combined with their highly advanced technology, allows them to attack the enemy and then quickly retire in order to avoid any return fire. This special ability is reflected by the following special rules, which apply to all formations in an Eldar army.

Eldar formations that take advance or double actions may choose to shoot either before or after each move. However, they may still only shoot once during the action. For example, an Eldar formation taking an advance action could shoot and then move or move and then shoot, while a formation taking a double action could shoot and move twice, move twice and then shoot, or move then shoot and then move again.

In addition Eldar formations that wins an assault are allowed to move any distance up to their speed value when they consolidate, rather than being limited to a move of 5cms as would normally be the case.

Special Rule 1.1.3 Eldar Technology

The Eldar are a technologically sophisticated race that make use of a number of devices that have capabilities far in advance of anything used by the other races in the galaxy. These technological advantages are represented in Epic by the following special rules:

Holofields: Eldar Titans are protected by a holofield that is projected from special wing-like structures on the Titan's carapace. These fracture the image of the Titan making it appear as a swirling cloud of coloured motes to the naked eye, while at the same time disrupting any targeting devices attempting to lock onto the Titan. The overall result is to make the Titan a very hard target to hit! Holofields provide Titans with a special 3+ saving throw that can be taken instead of the Titan's normal saving throw. This save may always be taken, even against hits in an assault or against Titan Killer or Macro-weapons attacks. Make a single saving against weapons with the Titan Killer ability, rather than a separate save for each point of damage. If a vehicle with a holofield also has reinforced armour, then it is allowed to re-roll its saving throw unless hit by Lance, Macro-weapon or Titan Killer attacks, but the re-roll must be made using the units armour save rather than the holofield save. No Blast markers are placed for hits that are saved by a holofield.

Lance weapons: A lance uses a highly concentrated beam of laser energy to destroy heavily armoured targets. A unit with reinforced armour (see Epic: Armageddon 2.1.11) that is hit by a lance weapon is not allowed to re-roll its saving throw.

Pulse weapons: Eldar pulse weapons fire a stream of powerful laser bolts at a target. To represent this, if a pulse weapon hits, then you may roll to hit again, and you may keep on rolling until you miss or the pulse weapon has scored a total of 3 hits. This means that a pulse weapon can score anywhere from 0 to 3 hits each time it shoots. Note that the extra shots are taken before hits are allocated and saving throws are made.

Spirit Stones: The Eldar save the spirits of those that die by preserving them in a Spirit Stone. When a warrior is slain, their Spirit Stone is collected, strengthening the resolve of their comrades to carry on the fight. Because of this Eldar formations are allowed to remove one extra Blast marker whenever they rally in the End Phase.

Webway Portals: Webway portals are used by the Eldar to safely travel through the Warp. Each webway portal included in the army allows the Eldar player to pick up to three other formations, and keep them back on the Craftworld. Any formation's that are kept on the Craftworld may enter play via the Webway Portal, by taking an action that allows them to make a move, and then measuring their first move from the position that a webway portal occupies on the tabletop. Note that the formation may appear through any portal, not just the one that was 'used' to allow the formation to be kept off-board. No more than one formation may travel through each webway portal each turn.



1.1.4 ELDAR UNITS

In this section we present the units which go to make up an Eldar army. The units described are typical for the Eldar and most are fairly common across all the major craftworlds, so you should feel free to use them in pretty much any Eldar army (subject to your preferred method of army selection, of course). A few of the following units are peculiar to the craftworld of Biel-Tan (or at least, most commonly associated with it) and are described here due to Biel-Tan's presence in the Baran War. Eldar units unique to other craftworlds are described in other Epic supplements, along with an appropriate army list for the craftworld in question.



THE AVATAR OF THE BLOODY-HANDED GOD

At the heart of every craftworld sits its Avatar, the craftworld's own incarnation of the Bloody-Handed God of the Eldar, Kaela Mensha Khaine. Aroused from his throne of smouldering iron, the Avatar leads the warriors of his craftworld to battle. Huge and all-powerful, the Avatar is a god incarnate, the embodiment of the Eldar racial soul, and a deadly opponent even for the most mighty powers of Chaos.

When the Eldar begin the march to war, the Avatar is awoken by the brave sacrifice of a warrior known as the Young King – an Aspect Warrior chosen annually by the craftworld's rulers. What happens to the Young King after he enters the Avatar's throne room to awaken him, none can say for certain. Perhaps he lives on within the Bloody-Handed God for all eternity, his spirit intermingling with the greater spirit that is Kaela Mensha Khaine, but maybe he is destroyed utterly, his spirit a sacrifice to the merciless Bloody-Handed God.

When an Avatar is created on a craftworld they immediately move into the Webway. On Biel-Tan, the Court of the Young King travels with the Avatar as he enters the Webway. The Farseers in an Eldar army are able to predict where and when the Avatar will be as they travel through the webway, and can call the Avatar to the battlefield. When called the Avatar bursts out of the Webway and back into reality, a screaming engine of fury and destruction. The Avatar will appear for a brief time, rampaging across the battlefield and bringing destruction on the enemy, before returning to the Webway to travel to the next place where he will be needed.

THE COURT OF THE YOUNG KING

Across all craftworlds, warriors who survive their appointed year in the position of Young King earn the eternal respect and reverence of their fellow Eldar. This is marked in a variety of different ways, varying from craftworld to craftworld. On Ulthwé, for example, the outgoing Young King is made an attendant to one of the high ranking Farseers of the craftworld and invited to embark upon the Path of the Seer. As former warriors, the one-time Young Kings are ultimately eligible to assume the role of Warlock, taking their Seer helm from where it resides in the very same Warrior Shrine they departed to begin their service as Young King years before. Invariably such Seers go on to form part of the feared Seer Council of Ulthwé. On other craftworlds, the rewards are different – for example, the Young King may be gifted any resources he requires with which to journey to a location of his own choosing and found there a new shrine (or, on rare occasions, a new Aspect entirely), or may be permanently excused from service as a Guardian and instead freed to dedicate themselves to whichever path they so choose.

Perhaps the most tangible reward offered to a Young King anywhere in Eldar society is on Biel-Tan, where all the warriors who once held the rank form the so-called Court of the Young King – the ruling military council of Biel-Tan, responsible for leading the Craftworld in times of both war and peace (though on Biel-Tan, this invariably means leading the craftworld from peace, into war). When the Avatar goes forth into battle he will be accompanied by the Court of the Young King, a god and his followers united in the endless war for which they both hunger so relentlessly.



SEERS

The Eldar are a psychically sensitive race and have the inner strength to develop their powers in many extraordinary ways. Eldar who choose this path are called Seers. A Seer uses mystic runes to focus his powers, enabling him to foretell the future, and he carries spirit stones containing the spirits of long dead Seers as his spiritual guides.

FARSEERS

The most powerful Seers of all are the Farseers of which every craftworld has only a very few. They do not normally wake, but spend their time in a state of trance, their spirits roaming at will through the wraithbone, directing the psycho-energy flow throughout the entire craftworld. Their visionary skills enable the Eldar to avoid the dangers that beset the craftworlds, exploring the possible future paths that lie ahead, and determining how those paths may be altered. To a greater or lesser degree it is the Farseers who rule almost all the craftworlds of the Eldar. They are far from rigorous individuals, and powerful orators and diplomats may well organise the craftworld's affairs from day to day, but the actions of almost all Eldar are ultimately guided by the intricately scryed counsel of the Farseers.

A Farseer does not normally fight in the Eldar's wars, but in times of desperate need his incomparable powers will be employed on the battlefield. Farseers, however, are rather less aggressive individuals than Warlocks, and their role on the battlefield will not simply be that of psychic warrior. Rather a Farseer may well engage in rather more subtle counter-strategies and feints, seeking perhaps to minimise Eldar losses, or even end hostilities altogether if he sees that fate will be best served by such actions.

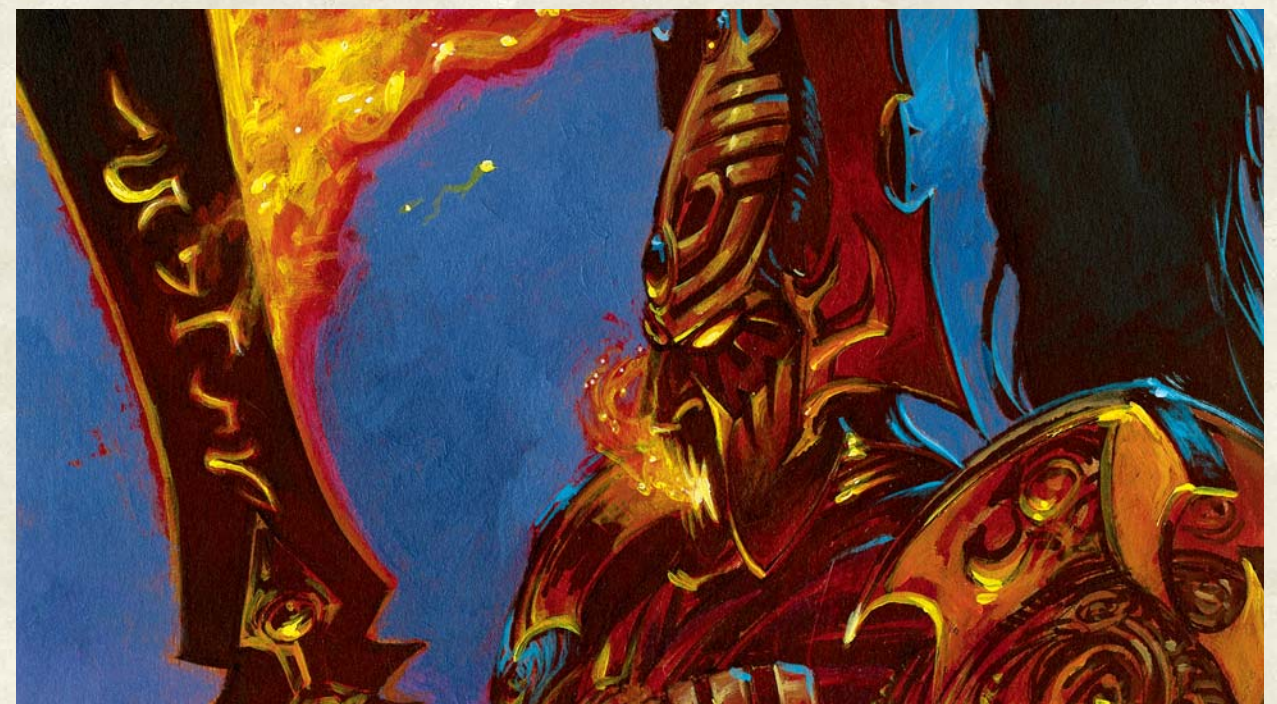
WARLOCKS

Some Seers' powers go far beyond prediction and these more powerful individuals are called Warlocks. A Warlock can focus energies in destructive as well as creative ways, sending psychic blasts hurtling from his mind. As a former student of the Path of the Warrior, a Warlock can also carry a psychically attuned Witch Blade, a weapon which contains a helix-shaped psychic matrix through which he can channel his own energies.

Warlocks never forsake their warrior training, and remain at all times mindful of the specialised roles of the Aspect Warriors. A Warlock will employ his gifts of foresight divination to assess how, when and where these Warrior Aspects will prove most destructive to the enemy.

AVATAR OF THE BLOODY-HANDED GOD & THE COURT OF THE YOUNG KING				
Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	3+	2+	4+
Weapon	Range	Firepower	Notes	
Wailing Doom AND	30cm (base contact)	MW5+ Assault Weapon	Extra Attacks (+1), Macro-Weapon	
<i>An Avatar accompanied by the Court of the Young King gains the following additional attack:</i>				
Court of the Young King	(base contact)	Assault Weapon	Extra Attacks (+1), Macro-Weapon	
Critical Hit Effect: With a ghastly wail the Avatar falls to the ground, twitches and lies still. All Eldar formations with a unit with a line of fire to the Avatar are so shaken by this that they receive a Blast marker.				
Notes: <i>Damage Capacity 3, Commander, Inspiring, Fearless, Invulnerable Save, Walker.</i>				

FARSEER & WARLOCK BODYGUARD				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	4+	5+
Weapon	Range	Firepower	Notes	
Shuriken Pistols	(15cm)	Small Arms	-	
Witch Blades	(Base Contact)	Assault Weapons	Macro-Weapon, Extra Attacks (+1)	
Notes: <i>Commander, Invulnerable Save, Farsight</i>				






GUARDIANS

Every Eldar is trained and ready to fight if need be and the Guardians are the craftworld's most numerous body of fighting troops. Most of these Eldar will be those engaged upon other, non-military paths, who are only required to fight during the most dire of circumstances. Some, however, may be former Aspect Warriors, now treading another path but more than capable of returning their to their old warlike ways when the need arises. Other Eldar, too, may relish the opportunity of assuming the armour of the Guardian, such as young Eldar not yet accepted upon the Path of


the Warrior, or wounded, convalescing or invalid Eldar forced to leave the Warrior Path by the events of battles past.

Eldar Guardians do not merely fight as infantry, but also provide crews for a variety of heavy weapons and vehicles within the Eldar army (although larger, more specialised vehicles will always be crewed by dedicated artisans, steersmen or followers of another similar path). To this end, Eldar Guardian squads are frequently accompanied by a floating weapons platform, suspended by anti-grav technology and bearing a powerful heavy weapon or support weapon (typically a scatter laser or D-cannon) with which the Guardians can strike at targets too substantial for their own shuriken catapults.


GUARDIANS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	none	6+	4+
Weapon	Range	Firepower	Notes	
Shuriken Catapults	(15cm)	Small Arms	-	



HEAVY WEAPONS PLATFORM				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	none	6+	5+
Weapon	Range	Firepower	Notes	
Scatter Laser	30cm	AP5+/AT5+	-	



SUPPORT PLATFORM				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	none	6+	6+
Weapon	Range	Firepower	Notes	
D-Cannon	30cm	MW5+	-	





ELDAR RANGERS

Rangers are outcasts, Eldar who have chosen to leave the Eldar path and instead pursue a life of freedom and uncertainty in the wider universe. Theirs is a life free from the rigidly structured constraints of the Path where the keen Eldar mind is instead occupied by the vigorous struggle to survive in a hostile universe. Rangers have forsaken Eldar society, and instead walk amongst all others, journeying, unseen or otherwise, to the worlds of the Imperium, the Sept worlds of the Tau, the lost Maiden worlds of their ancient Empire and beyond. The Rangers' business is theirs, and theirs alone. Some seek knowledge, others adventure or other, unfathomable goals.

Many Eldar eventually find their yearning to wander comes to an end, and return to the craftworlds, and so too to the path, but even as Rangers their ties to their own race are never completely severed. Rangers are keenly attuned to the happenings of the Eldar race, and news of emerging conflicts or dire perils invariably reaches their ears with impossible speed. On occasion, Rangers will choose to unite with other Eldar, acting as scouts for their enemies as need dictates. Skills learned from a lifetime of wandering allow the Rangers to move swiftly and silently forwards, covering all manner of terrain, observing the enemy without themselves ever being noticed, and even holding positions far ahead of the main army. A single Ranger, equipped with their customary long rifle, may well delay an enemy advance for days or even weeks.

RANGERS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Shuriken Pistols	(15cm)	Small Arms	-	
Long Rifles	30cm	AP5+	-	



Notes: Scouts, Snipers.




JETBIKES

Where other races rely upon bikes, buggies or even steeds to mount their infantry, the Eldar use their knowledge of anti-gravitic technology to produce jetbikes – lightly armoured skimmers where a single rider sits atop the engines, to the rear of an armoured carapace beneath which a pair of shuriken catapults provide the bike's firepower. The incredible speed of the jetbikes, and their ability to skim over even the most difficult terrain make them ideal for swift assaults. The Eldar race towards the enemy at top speed, skimming around them as they unleash volley after

volley from their short-ranged, but very rapid firing, shuriken cannons before escaping with the same incredible speed.

Like many Eldar vehicles, bikes are ridden by Guardians, though typically only those Eldar with considerable training are equipped with jetbikes. Of all the Eldar, it is the craftworld of Saim-Hann which is most renowned for its use of jetbikes, so much so that most of the craftworld's population have come to be divided up into a number of so-called Wild Rider Kindreds which form roaming packs like the cavalry of old. Subsequently, the Wild Riders of Saim-Hann are considered somewhat primitive by the Eldar of other craftworlds.

JETBIKES				
Type	Speed	Armour	Close Combat	Firefight
Infantry	35cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
Shuriken Catapults	(15cm)	Small Arms	-	



Notes: Skimmer, Mounted.




VYPER JETBIKES

As well as the smaller jetbikes, the Eldar also make use of Vypers; larger, twin-crewed vehicles, equipped with a stable firing platform allowing the second crewmen to operate the scatter laser which Vypers typically mount. Like jetbikes, Vypers make

use of the Eldar's exquisite anti-grav technology, though unlike jetbikes Vypers tend to use their speed and agility to manoeuvre close the enemy to take up the best shooting position, unleashing their withering fire then skimming away at high speed before the enemy can get to grips with them. Most jetbike squadrons typically include a handful of Vypers to provide some heavy support capable of taking on heavily armoured foes, such as enemy tanks.

VYPER JETBIKES				
Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	35cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Scatter Laser	30cm	AP5+/AT5+	-	



Notes: Skimmer.




WAR WALKER

War Walkers fulfil a vital scouting role for Eldar armies. The War Walker is a giant, bipedal vehicle, piloted by an Eldar Guardian mounted at the top of the walker who is in turn encased within a powerful force field of unique Eldar

design. Their two heavy weapons offer them enough firepower for War Walkers to defend themselves and, combined with the agile walkers ability to navigate dense terrain with ease, allows the War Walker to range ahead of the main army. However, War Walkers are vulnerable if faced with the enemy in great numbers, since their relatively fragile frame, slender legs and exposed pilot are all susceptible to enemy fire.

WAR WALKER				
Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	20cm	6+	5+	5+
Weapon	Range	Firepower	Notes	
Scatter Laser	30cm	AP5+/AT5+	-	
Bright Lance	30cm	AT5+	Lance	



Notes: Walker, Scout, Reinforced Armour.

ASPECT WARRIORS

There are many different types of Aspect Warrior, each served by its own shrine on its craftworld. Every individual Aspect represents one, tightly delineated aspect of warfare. Some Aspects concentrate on proficiency in hand-to-hand combat, others on marksmanship, some use heavy armour, others are fast and rely upon mobility. It is impossible to say how many individual Aspects there are. Some, such as the weirdly terrifying Slicing Orbs of Zandros, are confined to a single shrine in only one craftworld. Others represent warrior cults common to many craftworlds. The Warrior Aspects common to all the most important craftworlds are the Dire Avengers, Striking Scorpions, Dark Reapers, Fire Dragons, Swooping Hawks and Howling Banshees. The Warp Spiders and Shining Spears are also found on many craftworlds. Each has its own distinctive style of dress and method of warfare, including a particular type of weapon. These are described later.




EXARCH

The Aspect Shrines are tended by the Exarchs, who are also responsible for passing on their deadly skills to the Aspect Warriors who attend their shrine. Exarchs are Eldar who have become trapped on the Path of the

Warrior, unable to suppress their love for war and their desire for combat. Exarches wear the finest armour and carry ancient and exotic weapons that have been maintained since the founding of the shrine. They are examples of what can happen to an Eldar if they stray from the path, and are held with a mixture of fear and awe by other Eldar.

When an Aspect Warrior becomes an Exarch he adopts an armoured suit from his shrine. Each shrine preserves the suits of its dead Exarchs, often the very suits worn by the shrine's founders. Once put on the suit is never removed and becomes a permanent part of the Eldar, its psycho-plastic form meshing with his tissues. If slain the warrior's costume will be found to be empty, the body having long since been consumed within the suit itself. Exarch suits are studded with the spirit stones of all the Eldar who have ever worn the suit. Their spirits continue to circulate through the psycho-supportive environment of the suit, like a miniature version of the infinity circuit of the craftworld. It is the presence of this spirit-pool of raw psychic energy that gives the suit and warrior (for the two are indistinguishable) their special warrior powers.

EXARCH				
Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Exarch Close Combat Weapon	(Base Contact)	Assault Weapon	Extra Attack (+1)	
OR				
Exarch Ranged Weapon	(15cm)	Small Arms	Extra Attack (+1)	



Notes: All Exarchs are *Inspiring*. Exarchs added to Dire Avenger, Howling Banshee, Striking Scorpion, or Shining Spear units have an Exarch close combat weapon. Exarchs added to Fire Dragon, Swooping Hawk, Warp Spider or Dark Reaper units have an Exarch ranged weapon.



AUTARCH

While a craftworld's Seers act as its guides and counsellors, there are also times when the Eldar look for powerful leaders and masters. In times of war, this role is fulfilled by the Autarchs – great Aspect Warriors

who have trodden the Path of the Warrior for so long that the every incident of battle is known to them. The Autarchs are looked to when a craftworld's Seers deem that the Eldar's fate is leading irrevocably to war, and it is these same individuals to whom such wartime leadership is charged. The skill, cunning and experience of these Eldar is unrivalled, and so the Autarchs lead their fellows to battle, imparting every lesson of war they can. Autarchs are

great leaders on the battlefield, but it is here and here alone where they lead the Eldar, for they are individuals with nothing but the fire of war coursing through their veins.

Autarchs do not permanently maintain their rank. Each is an Exarch, and when not at war will return to their shrine to rule them as an Exarch would. Instead an Autarch will assume power only when he believes his path calls him strongly towards his fate, towards war, and then by an exertion of sheer will the Exarch will assume Autarchy and gather about him all the Warriors he needs to follow his path. To most Eldar, the act of Autarchy is a horrifying and dangerous concept – an act by which an Eldar allows himself to be taken over entirely by the pursuit of war, led by their path, consumed by it, no longer its master. At best, the actions of an Autarch will be guided by the Seers, at worst they will be guided only by the Path of War.

AUTARCH				
Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Autarch Close Combat Weapon	(Base Contact)	Assault Weapon	Macro-Weapon, Extra Attack (+1)	
Autarch Ranged Weapon	(15cm)	Small Arms	Extra Attack (+1)	



Notes: *Inspiring, Invulnerable Save, Supreme Commander*. An Autarch can be represented by any unit that includes an Exarch model.



DIRE AVENGERS


The Dire Avengers represent the Aspect of the War God as noble warrior – merciless to his foes and unstinting in his devotion to his people. They are the least specialised and the most tactically flexible of all

Warrior Aspects. They are also the most common, and their shrines are the largest amongst all the craftworlds. Their ritual weapon is the shuriken catapult. Of all weapons this one is most distinctively Eldar and it is a

fitting armament for the Dire Avenger as the most archetypal Eldar warrior.

In common with most other Aspect Warriors Dire Avengers wear a flexible armoured suit of Aspect armour. This is fashioned from a psycho-sensitive material which reacts to the movements of its wearer, moulding and reshaping itself to fit like a glove as the warrior moves and fights. The material itself is quite rigid when the warrior is still, and its surface is reactive to impact so that it stiffens even further if subjected to a blow. Some suits also include inflexible bone-like plates to protect vulnerable areas.

DIRE AVENGERS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	5+	4+
Weapon	Range	Firepower	Notes	
Shuriken Catapults	(15cm)	Small Arms	Extra Attack (+1)	




FIRE DRAGONS


This Warrior Aspect is modelled upon the dragon of Eldar myth, the sinuous fire-breathing reptile which represents wanton destruction and devastation. Their armour is the colour of fire and

flame, and they carry awesomely powerful fusion guns which spew deadly fire. Their Aspect armour is more complex than that of a Dire Avenger, and has many spiny protrusions which help to make it stiffer though

less flexible. This is important because the Fire Dragon's weapons have a relatively short range, so they must close with their enemies in order to deliver a murderous blast from their fusion guns.

The ideal role of the Fire Dragons is to attack fixed fortifications or other stationary forces, using their deadly weapons to root out well armoured troops or emplaced weapons. Their fusion guns are powerful enough to deal with all but the heaviest of armoured vehicles or fortifications.

FIRE DRAGONS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	5+	4+
Weapon	Range	Firepower	Notes	
Fusion Guns	15cm	MW5+	-	
AND	(15cm)	Small Arms	Macro-weapon	



Notes: The Fusion Guns do not give the Fire Dragons an extra attack; instead they add the Macro-weapon ability to the unit's Firefight value.



DARK REAPERS


The Dark Reapers are the most sinister and the most lethal of the Warrior Aspects. They portray the War God as Destroyer, and their skull-encrusted costume embodies death as the dark reaper of souls.

Their Aspect armour is much heavier and more enclosing than the suits of most other Aspects, and so offers the Dark Reapers more protection but also slows down the wearer. This effect is exacerbated by the Dark Reapers' heavy equipment, which includes a long ranged missile launcher

and heavy limb supports which increase the Eldar's stability when firing. The Dark Reapers' armour also incorporates sensory and range-finding equipment, which allows them to lock onto a fast moving target, and increase their already deadly accuracy still further.

The tactical role of the Dark Reapers is to provide heavy, long-ranged support. Dark Reapers usually take up positions in cover, often behind the main Eldar line of advance, from where they direct their deadly weapons against suitable enemy targets. Their unerring accuracy enables them to dominate the battlefield, pinning down enemy forces before they can advance, and destroying selected targets at will.

DARK REAPERS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	6+	3+
Weapon	Range	Firepower	Notes	
Reaper Missile Launcher	45cm	2 x AP5+	-	





STRIKING SCORPIONS

Though small the scorpion is deadly, and may sting and kill a creature many times its size. The Warrior Aspect of the Striking Scorpion epitomises the deadly attributes of its namesake, and they are one of the most potent of all close-quarter fighting Aspect Warriors. Although not as swift as the Howling Banshees, the other common close quarter fighting Aspect, the Striking Scorpions are more heavily armoured.

The Striking Scorpions' Aspect armour is reinforced with rigid plates that offer more protection than most other

Aspects. Their costumes are primarily green, but may incorporate bands of strongly contrasting colours such as black, yellow and orange. Their weapons are the shuriken pistol and chainsword, a combination which is deadly in its own right, but it is reinforced by the Striking Scorpions' unique mandiblasters.

The helmet of the Striking Scorpion incorporates a pair of weapon pods positioned and shaped much like the mandibles of a scorpion. Each pod houses a mandiblasters weapon, a unique and deadly device which the Aspect Warriors call the Sting of the Scorpion. The mandiblasters is an extremely short-ranged weapon, useful at a distance of only a few metres or so. It is fired by means of a psychic node within the helmet.

STRIKING SCORPIONS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	4+	5+
Weapon	Range	Firepower	Notes	
Shuriken Pistols	(15cm)	Small Arms	-	
Mandiblasters	(Base Contact)	Assault Weapons	Extra Attacks (+1)	



HOWLING BANSHEES

In Eldar legend the Banshee calls the dead spirit into the Warp, and its eerie howl is said to be a certain premonition of death. The Banshee's call has an even more sinister implication, for it is said to call spirits from their spirit stones and so to lure them into the arms of the Chaos gods. Certainly the release of a spirit is often accompanied by a strange call, felt rather than heard, and it has been known for spirits to disperse unexpectedly into the Warp when transferring between spirit stones.

Unlike most other Aspects the Howling Banshees are almost always female Eldar, for the Banshee is said to be a

female spirit. The Howling Banshees are fast and mobile, and their warrior training is in swiftness of foot and mobility. Death, they say, will find you when your time is come, no matter where you may hide, and the same may be said of the Howling Banshees. These Aspect Warriors are armed with laspistols and power swords, weapons of the close-quarter fighter, and it is at hand-to-hand combat that they excel. Their other weapon is the Banshee mask, an enclosing death's head helmet which contains a psychosonic amplifier. This device intensifies the warrior's battlecry into a howling shriek of psychic rage. By means of their Banshee masks the warriors focus their enmity, flooding the central nervous system of their adversary with psychic energy and causing temporary paralysis.

HOWLING BANSHEES				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	3+	5+
Weapon	Range	Firepower	Notes	
Shuriken Pistols	(15cm)	Small Arms	-	
Banshee Mask	(Base Contact)	Assault Weapons	First Strike	



SHINING SPEARS

The Shining Spears are unique among the Warrior Aspects in that they are trained in the use of Eldar jetbikes. Their phenomenal speed enables them to carry the fighting directly to their enemy, showering them with fire from the jetbikes' canopy-mounted shuriken catapults before charging in. Even more skilful than the jetbike squadrons found in most Eldar

armies, Shining Spears combine their unrivalled riding skills with the deadly laser lance, powerful weapons which deliver a short ranged, stinging blast of energy, knocking down and disorienting the enemy as the Shining Spears close-in. The weapon is sufficiently powerful to pierce even the thickest armour, while the Shining Spears are sufficiently skilful that even this cumbersome looking lance is, in their hands, a deftly controlled weapon when hand-to-hand fighting is required.

SHINING SPEARS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	35cm	4+	4+	5+
Weapon	Range	Firepower	Notes	
Power Lances	(Base Contact)	Assault Weapons	Lance	
Notes: Skimmer, Mounted	-	-	-	



SWOOPING HAWKS

The Swooping Hawks take their name from the wild hunting birds of the Eldar myths that they are portrayed as birds of vengeance and retribution. In ancient times the Eldar believed that the spirit of a murdered person would pass into a hawk, in which form it would seek out the murderer, hovering above his head as a mark of guilt for all to see.

The Swooping Hawks are the most mobile of all Aspect Warriors as they have the ability to glide or even to fly high into the air. Their wings are made from vibrating feather plates and incorporate small jet motors and gravitic reaction lifters. When they fly their wings vibrate with such speed they turn into a blur of colour and emit a characteristic shrieking note. Their Aspect costumes are coloured like the sky, whether blue and

clear or dark and grey, with contrasting bands of colour. Because of their highly mobile role their Aspect armour is not as thick as that of other Aspect Warriors and offers less protection, but this is more than made up for by their speed and agility.

The Swooping Hawks' ritual weapon is a lasblaster and a special pack of grenades. These grenades are contained in a pack strapped to the warrior's leg. Grenades can be removed from the pack and thrown by hand, or discharged directly from the pack whilst in flight, scattering lethal charges over the enemy below. This combination of weapons is especially suited to the Swooping Hawks' role. They often attack the enemy ahead of the main Eldar army, flitting over their foes' heads and discharging grenades, and then attacking in close combat or retiring into cover to use their lasguns.

SWOOPING HAWKS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	35cm	5+	5+	4+
Weapon	Range	Firepower	Notes	
Lasblasters	(15cm)	Small Arms	-	



Notes: Scouts, Jump Packs, Teleport. The teleport ability represents the Swooping Hawks ability to swoop onto the battlefield from the sky.



WARP SPIDERS

The Warp Spiders take their name from the tiny creatures which may be seen within the Dome of Crystal Seers amongst the wraithbone trees. These minute sparkling creatures can move anywhere within the craftworld by means of the wraithbone core, melting their bodies into the infinity circuit and crystallising at a new location. They have evolved from the psycho-plastics of which the craftworld is made, and are therefore able to assimilate with the Eldar's physical environment, moving through the infinity circuits much like the souls of dead Eldar.

The spiders are aggressive hunters of intrusive psychic forces, and are attracted in vast numbers to the presence of any invasive psychic entities. As the wraithbone core is supportive of psychic consciousness in a similar way to Warp space, it is possible for it to

become corrupted by the fragmented consciousnesses of lost human or other non-Eldar souls.

In theory at least, it would also be possible for a daemon of Chaos to find its way into the wraithbone core, although such a thing would be immediately apparent. The tiny warp spiders ensure that this doesn't happen, hunting and destroying alien psychic fragments much as white blood cells in the human body attack and neutralise foreign bacteria.

The Warp Spider Aspect Warriors epitomise the doctrine of aggressive defence. Their costumes and weaponry reflect the tiny warp spiders after which they are named. By means of a compact warp-generator within their armoured shell, the warriors are able to make short warp-jumps, disappearing and reappearing some metres away. This enables them to make sudden and totally unexpected attacks upon their foes. Their ritual weapon is the Death Spinner, which projects a deadly cloud of monofilament wire.

WARP SPIDERS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	5+	4+
Weapon	Range	Firepower	Notes	
Death Spinner	(15cm)	Small Arms	-	



Notes: Scouts, Jump Packs, Infiltrators, First Strike.

SPIRIT STONES

Every Eldar wears upon his breast a shining gem or polished stone called a spirit stone or waystone, whose purpose it is to capture the spirit of its bearer when it is released at the moment of death. If an Eldar's spirit is not captured by his spirit stone, it is absorbed into the timeless depths of the Warp, the shadow-realm composed of psychic force. To a human such a fate means nothing (the psychic energy of the human mind being paltry compared to that of an Eldar), but to an Eldar to enter the Realm of Chaos as a conscious spirit represents the ultimate horror. In the Warp there is nowhere an Eldar spirit can hide from the daemons. The nemesis of the Eldar awaits to consume and enslave them for all eternity. To perish in this way is the ultimate fear for the Eldar, so it is little wonder that they always wear their spirit stones.

After death, an Eldar's soul is transferred from the spirit stone into the infinity circuit – the coursing wraithbone matrix which permeates each craftworld. Later, a spirit may be separated from this wraithbone core and flow into a spirit stone put aside for that purpose. Such a spirit stone can then be placed within the construct body of a Wraithguard, Wraithlord, or within the circuitry of any of the Eldar's living wraithbone machinery (such as that from which their Titans and spacecraft are formed).



WRAITHGUARD

Wraithguard are the spirits of the living dead enshrined within wraithbone bodies. The power that animates these warrior machines is drawn from the wraithbone core of the craftworld. Only in times of

great need are the dead called upon in this way, as the wraithbone core is a vital source of energy without which the craftworld could not survive. To living Eldar,

the sight of these Ghost Warriors is a horrific affront, a parade of the dead forced to fight on without dignity, a sorry symbol of the doom of the Eldar race. However some craftworlds – most notably Iyanden whose population was long ago decimated by the Tyranids – are forced to rely upon Wraithguard in ever greater numbers, for the living armies of the Eldar alone could never triumph in a galaxy so overwhelmingly set against them.

WRAITHGUARD				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
Wraithcannon AND	15cm (15cm)	2x MW5+ Small Arms	Extra Attacks (+1), Macro-Weapon	

Notes: Fearless, Reinforced Armour.




WRAITHLORD

A Wraithlord has no living warrior within it but is merely a robotic shell, the repository for the animating spirit of a dead Eldar. A spirit is drawn from the infinity circuit and resides within the


Wraithlord until such time as its power begins to fade and it can no longer function. Only the most potent spirits can control a Wraithlord, for even the act of consciousness is a major drain upon the resources of the dead. A spirit's natural realm is the Warp, where

time and place are meaningless, so that even to hold its consciousness in a single place at a given time is exhausting.

In battle, Wraithlords are imposing foes. Their unliving forms can survive an incredible amount of damage, for no slight wound can prevent the workings of the boundless spirits contained within which flit freely throughout the wraithbone shell, escaping damaged regions so that a Wraithlord must be utterly destroyed to be halted.

WRAITHLORD				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	15cm	4+	3+	4+
Weapon	Range	Firepower	Notes	
Power Fists	(base contact)	Assault Weapon	Macro-Weapon, Extra Attacks (+1)	
Bright Lance	30cm	AT5+	Lance	

Notes: Walker, Fearless, Reinforced Armour.




ELDAR WAVE SERPENT

Although the Eldar Falcon is also capable of carrying troops, it is the Wave Serpent which provides the warhost with a dedicated troop carrier. The Wave Serpent is protected by a shimmering energy

field, warding off enemy attacks before it is pulsed forwards to smash aside tanks and scatter infantry.


Protected inside its hull, and behind its force field, Guardians and Aspect Warriors can be transported in safety to any part of the battlefield. Its powerful anti-grav engines give it great speed, making it possibly the best troop transport in the galaxy. Wave Serpents,

although heavily armoured and substantial vehicles, are able to traverse all but the smallest arterial routes of the Webway and so almost all Eldar assaults will rely upon Wave Serpents to deliver the bulk of their forces.

At the Battle of Enderra, Wave Serpents and Falcons were the only vehicles small enough to traverse the handful of wraithgates which remained open on the planet of Baran. Dozens of Wave Serpents carried forwards the brave Aspect Warrior hosts, fighting their way through Snagga-Snagga's Feral Ork horde to reach the long lost Gate of Vault. Successfully reopening the gate, the Aspect Warriors were soon reinforced by Engines of Vault and Eldar Titans, and the Orks were instantly routed.

WAVE SERPENT				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	35cm	5+	6+	4+
Weapon	Range	Firepower	Notes	
Twin Shuriken Cannon	30cm	AP4+	-	

Notes: Reinforced Armour, Skimmer, Transport (May transport one Wraithguard or any two of the following units: Autarch, Farseer, Guardian, Striking Scorpions, Howling Banshees, Fire Dragons, Dire Avengers, Dark Reapers, Swooping Hawks and Warp Spiders).




FALCON GRAV-TANK

Eldar vehicles follow the doctrine of speed combined with deadly firepower, and the Falcon grav-tank exemplifies this like no other. Like most Eldar vehicles it uses anti-gravity motors to propel it


over the ground surface, skimming over minor irregularities, and sometimes using its motors to see over woods or buildings. Its turret and hull-mounted weaponry can punch a hole through most armour and

it has the capacity to transport a squad of Guardians or Aspect Warriors into the heart of the conflict if need be, using that same lightning speed to extricate the warriors should the resistance prove too fierce.

The Falcon grav-tank is named after the Falcon of Eldar myth who, during the war in heaven retrieved Vault's sword, Anaris, and gave it to the Eldar hero Eldanesh to continue his battle with Khaine. To the Eldar, the Falcon grav-tank symbolises the heroic actions of its mythic namesake.

FALCON GRAV-TANK				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	35cm	5+	6+	4+
Weapon	Range	Firepower	Notes	
Falcon Pulse Laser	45cm	AT4+	Pulse	
Scatter Laser	30cm	AP5+ / AT5+	-	

Notes: Skimmer, Transport (May transport one of the following: Autarch, Farseer, Guardian, Striking Scorpions, Howling Banshees, Fire Dragons, Dire Avengers, Dark Reapers, Swooping Hawks and Warp Spiders).







FIRE PRISM GRAV-TANK

The Fire Prism utilises the typical Eldar grav-tank hull to produce a dedicated anti-tank vehicle. The Fire Prism's sophisticated cannon gathers energy through a massive crystal prism which it focuses and unleashes in a series of devastating blasts that can punch through even the thickest armour and slay squads of enemy infantry. Sophisticated sensors and tracking arrays allow the Fire Prism to blast opposing flyers out of the sky, making it

as great a threat for airborne foes as for ground-based ones.

Where Fire Prisms really excel is in terms of range. Their weapons are capable of striking out at fully twice the range of the pulse lasers and scatter lasers found on most other Eldar vehicles, such as the Falcon grav-tank. Combined with the Fire Prism's anti-gravitic locomotion and ability to rise high above intervening cover, this range allows the Fire Prism to strike out at enemies barely visible on the horizon. Many Eldar assaults begin with a sudden and unexpected deluge of Prism fire from an as yet unseen enemy...

FIRE PRISM GRAV-TANK				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	35cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Prism Cannon	75cm	AP4+/AT4+/AA5+	Lance	



Notes: *Skimmer.*




NIGHT SPINNER GRAV-TANK

The Night Spinner is perhaps the most curious of all Eldar designs, and yet conversely their most accomplished. The Night Spinner takes its name from the weapons pods of the same name which it mounts upon its grav-tank chassis. The Night Spinner is designed to launch monofilament wire, a substance barely an atom thick, yet each individual volley will contain hundreds, or

even thousands, of miles of the deadly stuff. This tangled mass is launched forwards from the Night Spinner at incredible speed, coalescing into a mesh or web which will descend over the target and utterly envelop it in the wire, the so-called Chain of Vault.

So strong, and yet so thin, is this wire, that no surface can stop its inexorable fall earthwards. Anyone or anything unfortunate enough to lie under this cloud of night will be shredded by the simple action of gravity drawing the virtually weightless cords downwards.

NIGHT SPINNER GRAV-TANK				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	35cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Night Spinner	45cm	1BP	Disrupt, Indirect Fire	



Notes: *Skimmer.*




FIRESTORM

In almost all their wars, the Eldar can claim supremacy of the skies. Their aircraft are unmatched in speed and agility, with an accuracy of fire that almost no enemy can evade. Such supremacy is vital to the Eldar, for their delicate vehicles and frailer bodies are perhaps the most susceptible to sustained aerial bombardment by the enemy. Ordinarily, such supremacy can be claimed by the aircraft – the Nightwings, Phoenix and Vampires – alone. On rare occasions, however, the Eldar may find it necessary to dominate the skies from the ground. In the

early stages of the Baran War, where the Eldar found the only wraithgates available to them to be too small for anything much larger than a Falcon to traverse them, the Autarch Mauryon was forced to go without his aircraft.

In such circumstances, the Firestorm is employed. Based upon the Falcon grav-tank hull, the Firestorm mounts a Firestorm battery, a highly accurate array of lasers capable of quickly locking on to a target and so ideal for providing defence against enemy aircraft. The Firestorm still lacks the absolute superiority of the Eldar's flyers, however, and where such aircraft are available the Firestorm is rarely used.

FIRESTORM GRAV-TANK				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	35cm	5+	6+	4+
Weapon	Range	Firepower	Notes	
Firestorm Battery	45cm	AP5+/AT5+/AA4+	Pulse	



Notes: *Skimmer.*




SCORPION SUPER-HEAVY GRAV-TANK

The Scorpion is the archetypal Engine of Vault, effortlessly combining Eldar anti-grav technology and grace with fearsomely heavy firepower. The Scorpion is also the most common Engine, with most schools of design having developed their own Scorpion over time. The Scorpion is so-called since it mimics the ranging sting attack of the Scorpion of Eldar myth, lashing out at its enemies with a pair of pulsar

lasers before most enemy can even get within range of the tank itself. Despite its enormous size, the Scorpion is not especially cumbersome and, alone amongst the Engine of the Vault, possesses the ease of control to manoeuvre within the craftworld itself. In the Tyranid invasion of Iyanden craftworld phalanxes of Scorpion super-heavy grav-tanks took up position in some of the craftworld's widest corridors and halls – places where the Eldar's lack of numbers would otherwise have left them badly outnumbered and quickly overwhelmed by the Tyranids.

SCORPION SUPER-HEAVY GRAV-TANK				
Type	Speed	Armour	Close Combat	Firefight
War Engine	25cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Scorpion Twin Pulsar	60cm	MW2+	Pulse	
Shuriken Cannon	30cm	AP5+	-	



Critical Hit: The Scorpion's gravitic drives implode, sucking nearby troops into an energy maelstrom. The Scorpion is destroyed and any model within 5cm of the model suffer one hit on a roll of 6.

Notes: *Skimmer, Damage Capacity 3, Reinforced Armour.*




COBRA

In Eldar myth, the cobra is the destructive brother of the serpent, one of the most warlike of Eldar deities. With a famously short temper, the cobra was an occasional ally at best, and only in the darkest days of the War in Heaven did the serpent willingly turn to his brother for aid. The super-heavy grav-tank mimics the cobra of myth, mounting a massive Cobra D-cannon as its primary weapon, capable of punching through even the

most heavily armoured of targets with a single shot. The Cobra, however, lacks the range of its counterpart Scorpion though is comparatively better protected when approaching the enemy, mounting an Eldar missile launcher as well as its shuriken cannon.

The Cobra similarly lacks some of the versatility of the Scorpion, with its D-cannon mounted firmly in the tank's hull creating a straight ahead line of fire. However, the Cobra is undoubtedly the most destructive of the pair, and more than compensates for any loss of versatility.

COBRA SUPER-HEAVY GRAV-TANK				
Type	Speed	Armour	Close Combat	Firefight
War Engine	25cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Cobra D-Cannon	30cm	2BP	Ignore Cover, Titan Killer (D3+1), Fixed Forward Arc	
Shuriken Cannon	30cm	AP5+	-	
Eldar Missile Launcher	45cm	AP5+/AT6+/AA6+	-	



Critical Hit: The Cobra's gravitic drives implode, sucking nearby troops into an energy maelstrom. The Cobra is destroyed and any models within 5cm of the model suffer one hit on a roll of 6.

Notes: *Skimmer, Damage Capacity 3, Reinforced Armour.*





STORM SERPENT

Perhaps most curious of all the Engines of Vaul is the Storm Serpent. When the Imperium first encountered the Storm Serpent in the Crucien War of M36, it was first taken for a gunship. Its typically

sleek hull seemed to allow no space for carriage of soldiers, so when three Storm Serpents unleashed dozens of Aspect Warriors against an Imperial Guard position at Merloc's Point it came, understandably, as something of a surprise.

Following the storming of Merloc's Point, the Imperium adopted a new strategy and Storm Serpents were targeted ahead of other vehicles, in the hope that both they and

their passengers could be struck down with a single blast. Several were grounded in a blaze of flames, but the Eldar hardly seemed diminished by their loss, and on the single occasion the Imperium was able to recover wreckage, barely a dozen Eldar bodies were found amongst it.

The Storm Serpent, in fact, is not truly a transport. Instead, its sleek hull mounts a portable portal generator, utilising the vast amounts of energy which most Eldar super-heavy grav-tanks channel into weapons to instead create a shimmering wraithgate amidst the Storm Serpent's carefully attuned promontories. The Eldar can access this gate from almost anywhere within the Webway, though most often use the Storm Serpents to deploy troops from an orbiting fleet or even from the craftworld itself. The one limitation of the Storm Serpent is its size, meaning that nothing much larger than a Vyper can be deployed by such means.

STORM SERPENT SUPER-HEAVY GRAV-TANK

Type	Speed	Armour	Close Combat	Firefight
War Engine	25cm	5+	6+	4+
Weapon	Range	Firepower	Notes	
Storm Serpent Pulse Lasers	45cm	AT3+	Pulse	
Scatter Laser	30cm	AP5+/AT5+	-	



Critical Hit: The Storm Serpent's gravitic drives implode, sucking nearby troops into an energy maelstrom. The Storm Serpent is destroyed and any models within 5cm suffer one hit on a roll of 6.

Notes: *Skimmer, Damage Capacity 3, Reinforced Armour, Wraithgate Webway portal.* **IMPORTANT NOTE:** Wraithgates are one of the smallest type of Webway portal, and may only be used by formations made up exclusively of infantry, light vehicles, and armoured vehicle units with the Walker ability; formations that include *any* other type of unit may not use a Wraithgate to enter play.



VOID SPINNER

The Void Spinner is a sinister, barely known Engine of Vaul, unique to Biel-Tan and a handful of other craftworlds which follow the ideal of warrior supremacy. To most Eldar the Void Spinner is an

abomination. To them it represents some of the most dangerous acts the Eldar capable of – the misuse of knowledge and power.

The Eldar possess many ancient and powerful technologies, and not all of them are meant for war. To the Eldar of Biel-Tan, however, anything which they can use to destroy the usurpers who seek to take their empire from them is more than acceptable in the course of war. The Void Spinner is armed principally with the same kind of monofilament weaponry as the smaller Night Spinner, but within these barrages the Void Spinner unleashes the same bacteria and wraithbone parasites that the Eldar of

old used in their seeding and nurturing of the Maiden worlds. The effect is to utterly scour all life from the target, not merely slaying them with the constricting and slicing threads of monofilament, but by breaking down the molecules of everything – flesh, bone, rock, metal – under the affected area.

To the minds of most Eldar, such methods were meant to create life – to shape worlds anew fit for the Eldar – not destroy it, and to such Eldar the Void Spinners are a thing of revulsion. To the Eldar of Biel-Tan, however, the destruction of their enemies is just the start, and after a successful campaign scores of Void Spinners are employed in scouring clean all the dirty remnants of Men, Orks or whatever other filthy race has tainted the world in the years since the Eldar's Fall. With such cleansing complete, the Eldar continue to restore the world, seeding new Exodite worlds as they continue their ultimately futile struggle to restore the lost Eldar Empire.

VOID SPINNER SUPER-HEAVY GRAV-TANK

Type	Speed	Armour	Close Combat	Firefight
War Engine	25cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Voidspinner Array	60cm	3BP	Disrupt, Indirect Fire	



Critical Hit: The Void Spinner's gravitic drives implode, sucking nearby troops into an energy maelstrom. The Void Spinner is destroyed and any models within 5cm suffer one hit on a roll of 6.

Notes: *Skimmer, Damage Capacity 3, Reinforced Armour.*



NIGHTWING INTERCEPTOR

The Eldar are quite simply kings of the sky. Their flyers exhibit a speed which would tear apart the aircraft of other races, were their engines capable of achieving them. The agility

with which Eldar aircraft jink, roll, twist and dodge would send all other flyers spiralling earthward in an uncontrollable plummet, and yet the Eldar pilots effortlessly escape from these hazardous, barrelling rolls

time and time again, breaking into burst after burst of incredible straight line speed before diving into the next insane series of lurches and falls.

Fastest of all, even amongst Eldar aircraft, is the Nightwing interceptor. The Nightwing uses its shocking pace to descend on an enemy virtually unseen, harrying and disorienting its target, delivering the fatal blow with its shuriken cannons and bright lances before escaping with the kind of speed and agility that make the Nightwing virtually impossible to pursue or counter-intercept.

NIGHTWING INTERCEPTOR

Type	Speed	Armour	Close Combat	Firefight
Aircraft	Fighter	4+	n/a	n/a
Weapon	Range	Firepower	Notes	
Twin Shuriken Cannons	30cm	AP4+/AA5+	Fixed Forward Arc	
Bright Lances	30cm	AT4+/AA5+	Lance, Fixed Forward Arc	



PHOENIX BOMBER

As one would expect, Eldar bombers are exceptionally advanced aircraft. With no need to rely upon the clumsy bombs and missiles used by other races, Phoenixes instead deliver their killer blows in the form of Phoenix pulse lasers with which they burst open armoured targets,

shuriken cannons with which they can easily slaughter and disperse infantry and the deadly Night Spinners with which the Eldar can envelop whole swathes of the battlefield in a cloud of ensnaring monofilament wire. Anything touched by the wire will find itself instantly entangled, choked and then scythed apart by the unthinkably sharp cords, making a hit from the Night Spinners just as hazardous as the explosive or concussive blasts from the more primitive bombs of other races.

PHOENIX BOMBER

Type	Speed	Armour	Close Combat	Firefight
Aircraft	Fighter Bomber	5+	n/a	n/a
Weapon	Range	Firepower	Notes	
Twin Shuriken Cannons	30cm	AP4+/AA5+	Fixed Forward Arc	
Phoenix Pulse Laser	45cm	AT4+,	Pulse, Fixed Forward Arc	
Night Spinners	15cm	1BP,	Disrupt, Fixed Forward Arc	



Notes: *Reinforced Armour.*



VAMPIRE RAIDER

All Eldar aircraft are capable of deploying directly from space, though the fragile Nightwings and the more ponderous (though still remarkably sleek) Phoenix bombers tend to rely upon some of the larger

wraithgates when travelling to battle. Vampire raiders, however, typically descend directly from orbit at many times the speed of sound, cleaving through the skies with the ease of a bird of prey. In the early stages of an assault

against a planet, the Eldar may find themselves without access to wraithgates, having been forced to close or abandon those gates left on worlds overrun by the younger, usurping races. In such circumstances, an attack will begin with packs of Vampire raiders streaking earthwards to capture gates once lost so that they can be reopened and allow greater movement of Eldar forces.

Vampires carry squads of troops within its armoured hull, usually squads of Aspect Warriors, which it can ferry into the hardest fighting or deploy deep behind enemy lines.

VAMPIRE RAIDER

Type	Speed	Armour	Close Combat	Firefight
Aircraft/War Engine	Bomber	5+	6+	4+
Weapon	Range	Firepower	Notes	
2 x Vampire Pulse Laser	45cm	AT4+,	Pulse, Fixed Forward Arc	
Scatter Laser	30cm	AP5+/AT5+/AA5+,	Fixed Forward Arc	



Notes: *Damage Capacity 2, Planetfall, Reinforced Armour.* May transport eight of the following units: Autarch, Farseer, Guardian, Striking Scorpions, Howling Banshees, Fire Dragons, Dire Avengers, Swooping Hawks, Warp Spiders, Dark Reapers, Heavy Weapon Platform, Support Weapon Platform, Wraithguard, Rangers.

Critical Hit Effect: The Vampire's control surfaces have been damaged and it is destroyed.



REVENANT TITAN

The smallest of the Eldar Titans. All Eldar Titans are agile and graceful constructs, but the Revenant's compact size allows it to move with a swiftness and smoothness quite simply impossible for the war machines of other races. The Revenant also mounts a number of powerful jump jets on its leggy frame, turning its movement into a series of drifting leaps, or even gentle floating sweeps over the battlefield. Despite this almost ethereal grace, Revenant Titans are well-armed, powerful

adversaries. Their pace, agility and ability to leap difficult terrain allows them harry the enemy lines in quick scouting raids before disappearing with the same terrifying speed. Revenant Titan crews are small, guided partially by the spirits contained within their wraithbone core, as is the case with all Eldar Titans. Where the larger Eldar Titans are sometimes crewed by twins or triplets, the smaller Revenants are often manned by just one of a pair of siblings, the second of whom will pilot a further Revenant, leading to the Titans hunting in packs, psychically linked to one another by the inherent blood-ties of their twin pilots.

ELDAR REVENANT TITAN

Type	Speed	Armour	Close Combat	Firefight
War Engine	35cm	5+	4+	4+
Weapon	Range	Firepower	Notes	
2 x Revenant Pulse Lasers	45cm	MW3+,	Pulse	
2 x Eldar Missile Launcher	45cm	AP5+/AT6+/AA6+		

Critical Hit Effect: The Revenant's holofield generator is destroyed. It may no longer take holofield saves. Any further critical hits will destroy the Titan.

Notes: *Holofield, Damage capacity 3, Walker, Jump Pack, Fearless. The Revenant's weapons may fire all round due to the Titan's exceptional manoeuvrability.*



PHANTOM TITAN

Eldar Titans are very different from the machine-constructs of other races. They benefit not only from the experience of their crew (who are raised with Titans from birth), but from the collective consciousness of spirit stones contained within the Titan, housing the souls of numerous dead Eldar. Phantom Titans are built around a wraithbone core which permits the spirits contained within it to flow freely through the whole construct. This gives the Eldar Titan a consciousness of its own which, combined with its living crew, makes the Phantom such a deadly fighting machine.

Most revered of all are the rare occurrences of twin, or even triple births. Such sets of siblings are considered fated by the Eldar, and invariably find positions of great power within Eldar society. Many of these twins and triplets form crews for the Eldar Titans, where the natural emotional bonds between siblings, the Eldar's latent psychic powers and the special relationship between pilot, machine and spirit stones contained within combine to create a mastery of control few amongst even the Eldar could hope to achieve. Most sorrowful, yet most skilled, of all are those Eldar who have lost their kin to the depredations of a violent galaxy. These mourning Eldar often enter the spirit stones of their dead brothers and sisters within the wraithbone shell of a Titan and then take to the machine themselves, seldom emerging, preferring instead to remain within the Titan where they can yet commune with their lost siblings.

Eldar births are rare, and new generations emerge only ever few hundred years, so every child is cherished in a manner other, younger races find hard to understand.

PHANTOM TITAN

Type	Speed	Armour	Close Combat	Firefight
War Engine	25cm	5+	3+	3+
Weapon	Range	Firepower	Notes	
2 x Twin Eldar Missile Launchers	45cm	AP4+/AT5+/AA5+	—	
1-2 Titan Pulsar	75cm	MW3+	Titan Killer (1), Pulse	
0-1 Power Fist	30cm	6 x AP4+/AT4+		
OR (Fist Mounted Lasers)	(15cms)	Small Arms	Extra Attacks (+3)	
OR (Fist Attack)	(Base Contact)	Assault Weapons	Extra Attacks (+2), Titan Killer D3	

Critical Hit Effect: The holofield projector mounted in the Phantom's wings is badly damaged and will no longer work. The Phantom loses its holofield save for the rest of the battle. Any further critical hits will cause an additional point of damage.

Notes: *Holofield, Damage capacity 6, Walker. May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2 cm wide, Reinforced Armour, Fearless. May be armed with 2 Pulsars, or 1 Pulsar and a Power Fist. The Phantom's weapons may fire all round due to the Titan's exceptional manoeuvrability.*



WARLOCK TITAN

A Warlock Titan contains within its wraithbone core, the spirits of mighty Eldar Seers and Warlocks. As they were powerful psykers in life, so too are they in death. The psychic strength of these dead spirits, focused and amplified by the titan's wraithbone structure

is phenomenal, far outstripping the powers of the living. This potent psychic ability combined with the smooth agility of the Eldar Titans and their sophisticated weaponry, places the Warlock Titan at the very pinnacle of Eldar achievement in the realm of psychic engineering.

Warlock Titans have an insight into the future or possible futures and they act in conjunction with the ebb and flow of the fates, moving with them in perfect synchronisation.

WARLOCK TITAN

Type	Speed	Armour	Close Combat	Firefight
War Engine	25cm	5+	3+	3+
Weapon	Range	Firepower	Notes	
2 x Twin Eldar Missile Launchers	45cm	AP4+/AT5+/AA5+	—	
1 x Psychic Lance	30cm	3BP	Disrupt, Ignore Cover, Titan Killer (D3)	
OR	(15cm)	Small Arms	Extra Attacks (+2), Ignore Cover, Titan Killer (D3)	
0-1 Titan Pulsar	75cm	MW3+	Titan Killer (1), Pulse	
0-1 Power Fist	30cm	6 x AP4+/AT4+		
OR (Fist Mounted Lasers)	(15cms)	Small Arms	Extra Attacks (+3)	
OR (Fist Attack)	(Base Contact)	Assault Weapons	Extra Attacks (+2), Titan Killer D3	

Critical Hit Effect: The holofield projector mounted in the Warlock Titan's wings is badly damaged and will no longer work. The Warlock Titan loses its holofield save for the rest of the battle. Any further critical hits will cause an additional point of damage.

Notes: *Holofield, Damage Capacity 6, Walker. May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2 cm wide, Reinforced Armour, Fearless, Inspiring, Commander, Farsight. May be armed with 1 Psychic Lance plus 1 Pulsar or 1 Power Fist. The Warlock's weapons may fire all round due to the Titan's exceptional manoeuvrability.*





ELDAR WRAITHSHIP

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 psycho-morphic 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 bird-like 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.

ELDAR WRAITHSHIP

Type	Speed	Armour	Close Combat	Firefight
Spacecraft	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Orbital Bombardment	n/a	4BP	Macro-Weapon	
OR				
Pin-Point Attack	n/a	MW2+	Titan Killer (D3)	

Notes: You must decide which weapon system the Wraithship will have at the start of the battle, when you record the turn it will arrive on. Write down the weapon system to be used alongside the turn of arrival.



ELDAR DRAGONSHIP

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.

ELDAR DRAGONSHIP

Type	Speed	Armour	Close Combat	Firefight
Spacecraft	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Orbital Bombardment	n/a	8BP	Macro-Weapon	
OR				
2x Pin-Point Attack	n/a	MW2+	Titan Killer (D3)	

Notes: You must decide which weapon system the Dragonship will have at the start of the battle, when you record the turn it will arrive on. Write down the weapon system to be used alongside the turn of arrival. May carry up to 12 Vampires and the units being transported on them.



1.2 IMPERIAL GUARD SIEGE REGIMENTS

“For seven terrible years the Siege regiments of the Imperial Guard carried out their onerous duty, manning the hundreds of miles of trenches and fortified positions that served to contain the arch-heretic’s forces. Success was measured in yards of ground gained, and every inch of that deadly ground was bought with the blood and lives of men.”

From the official history of the Kaiserschlect campaign, M41.745

The Imperial Guard is the Imperium’s sledgehammer, but sometimes it runs into a nut that is just too tough to crack with a single blow. When this happens the campaign will devolve into a battle of attrition, with neither side being able to make the break-through needed to achieve a decisive victory. Under these circumstances the armies will start to dig in, in order to ensure they can hold the ground they have captured, and this quickly leads to the building of trench systems and fortified positions that can span entire continents from one end to the other. At other times a defeated enemy will retreat back to an all-but impregnable bastion or fortress that cannot be taken quickly, and which must be besieged for a prolonged period of time.

It is at such times that the Siege regiments of the Imperial Guard are employed to grind down the enemy. Siege regiments are not expected to take part in wars of manoeuvre. It is their task to hold defensive positions against any enemy attack, fighting to the last man if required in order to allow other more mobile and well-equipped reserve formations the time needed to mount a counter-attack. When the time is right to launch a major offensive, it will be the troops of the Siege Regiments that will be in the forefront. They will be set the task of smashing through the enemy defences, opening a path for other regiments to move through and exploit. It is common for Siege regiments to suffer casualty rates of over 90% on the first day of such an offensive.

As Siege regiments often sustain such terrible casualties they are equipped with weapons and equipment that are as simple to maintain and produce as possible. This ensures that shattered regiments can be pulled out of the line and replaced quickly with fresh formations that can carry on the battle. Because of this Siege regiments often use locally produced equipment which, while cruder and less reliable than the standard equipment used by other Imperial Guard regiments, is both more easily and more cheaply obtained. If a Siege regiment is moved from one front to another, this policy can quickly lead to the troops having a slightly rag tag appearance, with different units being equipped with different types of weapon, and even different uniforms.

Siege regiments are not expected to take part in mobile warfare, and so are not equipped with either transport vehicles, or the sophisticated man-portable heavy weapons used by Infantry and Armoured Fist regiments. Instead Siege regiment infantry have to make do with crude machine guns that are commonly known as heavy stubbers. These are supplemented by large heavy weapon platforms which, while powerful, are by no means easy to move or deploy quickly. Fortunately ease of movement and deployment are not major concerns for Siege regiments. The most common such weapons used by Siege regiments are Rapier laser-destroyers and Thudd guns, but many other similar weapons are also used on occasion, such as the Tarantula weapon Platform and the Mole mortar.

The same principles apply to the support formations attached to a Siege regiment. While other Imperial Guard regiments are lavishly equipped with self-propelled artillery and anti-aircraft weapons, this is very rarely the case with Siege Regiments. Instead they have to make do with immobile weapon support platforms that are pulled slowly into position by tractors or transporters. Common examples of these are the Basilisk and Manticore weapon platforms, which consist of the weapon systems from the vehicles of the same name mounted on an immobile weapon platform. It is not uncommon for Siege regiments to simply use their infantry to drag artillery into new positions, or use local draft animals to pull the equipment where needed.

There is one area, however, where Siege regiments are considerably better equipped than other Imperial Guard regiments, and that is their engineers. All Siege Regiments include a corps of sappers and miners, who are equipped to quickly build and maintain trenches and fortified positions. These troops are also trained in the art of siege warfare, and in time can defeat even the most well built fortifications. Sappers are also called upon to fight, and will often be used to spearhead assaults against enemy fortified positions using special assault equipment such as flame-throwers and meltabombs.

The troops that make up the Siege regiments take a grim, fatalistic pride in their task. Amongst themselves they will often grumble about their lack of decent equipment and the terrible conditions that they must endure. More than one newly appointed Commissar has been driven to distraction by the lack of respect for authority, especially the ‘Big Hats’ who send them into battle from their lavish command bunkers far behind the front line. But if these new Commissars survive long enough, they soon learn that the troops that make up the Imperial Guard Siege regiments are amongst the staunchest and bravest of humanity’s defenders.

1.2.1 IMPERIAL GUARD UNITS

A Siege regiment is allowed to use the following new Imperial Guard units. All other units that may be used in a Siege regiment army are covered in section 5.2.1 of the Epic: Armageddon book.





IMPERIAL GUARD SIEGE INFANTRY

Infantry make up the bulk of all Imperial Guard Siege regiments. In appearance they are very similar to the Guardsmen that make up Infantry and Armoured Fist companies, the main difference being that they are equipped with heavy stubbers instead of the more sophisticated heavy weapons used by other Imperial Guard infantry regiments. Heavy stubbers (sometimes referred to as sluggers after the projectiles they fire) are a fairly primitive form of automatic weapon that fire a hail of solid bullets. Although not as effective as an

autocannon or heavy bolter, they are cheap and easy to produce, allowing Siege infantry to be lavishly equipped with them. As well as their heavy stubbers, sometimes Siege infantry are equipped with locally produced small arms instead of the standard issue lasguns usually used by Guard infantry. During the Taurus Campaign entire companies of the 23rd Neuvo Hawks regiment were equipped with single shot Kentrukian long rifles, as this was the only ranged weapon produced in the area. Although the long rifle had a very low rate of fire, the 23rd quickly learnt to appreciate both its long range, as well as the prodigious stopping power of the heavy lead bullets that it fired. Snipers from the 23rd regiment still use Kentrukian long rifles to this day.

SIEGE INFANTRY

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	None	6+	5+
Weapon	Range	Firepower	Notes	
Heavy Stubber	30cm	AP6+	—	



RAPIER LASER DESTROYER

The Rapier laser destroyer is a slow moving but potent support weapon. The Rapier is bulky and heavy, and is usually mounted on a set of caterpillar tracks rather than being carried by hand. It consists of a modified lascannon with four separate barrels. Because the laser blast is diffused through four barrels the range is shortened and the blast spread slightly. As a result the Rapier is capable of hitting dispersed targets

such as infantry. This said, the Rapier is primarily an anti-tank weapon, and is usually used to provide an integral anti-tank capability for Siege infantry companies. At the Battle of Bedda Fomm in M40.008, batteries of Rapiers belonging to the 293rd Egyptus Siege regiment were able to turn back repeated breakout attempts by the massed buggies, wagons and fortresses of Ork Warlord Mussgak Eyestab. The Rapiers were housed in specially constructed fortified bunkers, positioned to cover the only escape route the Ork vehicles could travel along. At the end of the battle over two-hundred Ork vehicles were destroyed for the loss of less than a dozen Rapiers.

RAPIER LASER DESTROYER (KRIEG PATTERN)

Type	Speed	Armour	Close Combat	Firefight
Infantry	10cm	None	—	5+
Weapon	Range	Firepower	Notes	
Rapier Laser Destroyer	45cm	AT4+/AP6+	—	



THUDD GUN

The Thudd gun is a light artillery piece that fires explosive shells. It is used by the Siege regiments to provide close range supporting fire. The Thudd gun shoots rapidly, its multiple barrels pumping in and out as each shell fires in succession. This firing mechanism creates a distinctive 'thud-thud-thud' noise, hence the common name of Thudd

gun. The Thudd gun is usually mounted on a small, wheeled chassis that is light enough in its construction for its crew to manhandle the Thudd gun over short distances. Most Siege infantry companies include a battery of Thudd Guns, which are used to lay down a curtain of high explosive fire that is especially effective against enemy infantry and light vehicles. The Thudd gun's high explosive shells are of limited use against armoured targets, but sometimes shots may be lucky enough to strike a vulnerable location.

THUDD GUN (KRIEG PATTERN)

Type	Speed	Armour	Close Combat	Firefight
Infantry	10cm	None	—	5+
Weapon	Range	Firepower	Notes	
Thudd Gun	45cm	AP4+/AT6+	Indirect Fire	



Notes: Thudd Guns are allowed to use the Indirect Fire rules normally only allowed to units that can fire barrages (see 1.9.8). All of the rules for Indirect Fire apply in full, including the rules for doubling the Thudd Gun's range when it fires indirectly.



GÖTTERDÄMMERUNG

In 433.M40, the Autarch of the planet Krieg in Segmentum Tempestus declared himself independent from the Imperium and renounced the Emperor as his divine master. Regiments raised on Krieg to crush this rebellion acted with commendable haste and righteous fury and the Götterdämmerung was developed to provide artillery support during the five-hundred year long civil war that followed. The war was largely static, with success being measured in gains of yards or even feet rather than miles, and this, combined with the need to man continent-wide

trench systems and defence lines, led to the formation of large numbers of Siege regiments (though at the time most were known by a variety of other names) since most formal regimental distinctions broke down in the anarchy of the civil war. These soldiers would often man sections of the line for decades, and the Götterdämmerung Howitzer was developed to provide them with cheap and plentiful artillery support. The Götterdämmerung fires the same shells as the more common Earthshaker cannon used on the Basilisk, making it easy to supply it with ammunition. The howitzer is much easier to construct than Basilisk which allows the Götterdämmerung to be used in prodigious numbers.

GOTTERDAMMERUNG HOWITZER (KRIEG PATTERN)

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	0cm	None	—	6+
Weapon	Range	Firepower	Notes	
Howitzer	90cm	1BP	Indirect Fire	



BLITZEN

The Blitzen anti-aircraft gun was developed from the Götterdämmerung howitzer, utilising the same chassis, cheaper to produce, and easy to build and maintain. As the Krieg civil war progressed, both sides launched huge bomber raids on opposing cities. Huge air combats took place, as the bomber formations and their escorting fighters attempted to battle their way through to attack the enemy's

cities and factory complexes. The Blitzen was developed to ease some of the pressure on the hard-pressed defending fighters, and soon large numbers of them were being used to defend important targets against aerial attack. The Blitzen proved a popular and versatile weapon, and when, during the settlement of Baran, Von Paulus resurrected the Blitzen as an obvious choice of weapon to provide AA cover. Although the Blitzen cannon lacks the sheer firepower of the Hydra autocannon, it is longer ranged, and is can be pressed into service as a perfectly capable anti-tank weapon.

BLITZEN AA GUN (KRIEG PATTERN)

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	0cm	None	—	6+
Weapon	Range	Firepower	Notes	
Blitzen Cannon	60cm	AP6+/AT5+/AA5+	—	



BRUENNHILDE

The Bruennhilde is one of several dozen variants of the common Land Crawler. The Land Crawler is another of the STC constructs re-discovered by Arkhan Land at the birth of the Imperium. Unlike the more famous Land Raider and Land Speeder, the Land Crawler is not a military vehicle but an agricultural one. Countless billions of Land Crawlers are used on agriworlds across the Imperium, where its' versatility, ease of maintenance, and forgiving driving characteristics make it hugely popular. It has been

argued by more than one Imperial historian that the humble Land Crawler is by far the single most important STC Construct discovered by Arkhan Land; after all, even Space Marines need to eat. The Land Crawler has been pressed into military service countless times, either as a engineering vehicle, or, as in the case of the Bruennhilde, as a gun transporter. Unlike the Götterdämmerung and Blitzen, the Bruennhilde predates the Krieg civil war, and has been used as a lightly armoured transporter by PDF units of Krieg for several millennia. Although it is armed with a single heavy stubber, the Bruennhilde is not really designed for front-line duty, though at times it is pressed into service.

BRUENNHILDE

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	15cm	6+	—	6+
Weapon	Range	Firepower	Notes	
Heavy Stubber	30cm	AP6+	—	



Notes: Transport (may transport one of the following units: Blitzen AA Gun, Götterdämmerung Howitzer, Thudd Gun or Rapier).



SIEGFRIED

The Siegfried is another variant of the famous Land Crawler. It is produced in the huge underground factory complexes of Krieg, and was developed during the Krieg Rebellion as a replacement for the

Sentinel, whose complex gyro-stabilised locomotive system and light armour were considered unsuitable for the conditions that prevailed at the time. Although no longer used by Death Korps regiments, who prefer to

use the more versatile Sentinel, the Siegfried is still utilised in large numbers by Siege regiments. The Siegfried replaces the simple and sturdy catalytic engine of the Land Crawler and Bruennhilde with a considerably more powerful gas turbine engine. The improved power-weight ratio gives the Siegfried almost double the top speed of the Land Crawler, even though it is fitted with considerably more armour. Siegfried tanks are used as a mobile reserve by the Baran Siegemasters, and are also used to exploit breaches in an enemy line.

SIEGFRIED LIGHT TANK (KRIEG PATTERN)				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Multi-laser	30cm	AP5+/AT6+	—	

Notes: Scout.



RAGNAROK

The Ragnarok is the largest and most impressive of the vehicles developed on Krieg during the civil war. As the war progressed it turned into a deadly stalemate. The forces of the two sides confronted each other

from their trench-lines and fortified bunkers. The no man's land between the two forces was a sulphurous quagmire littered with the burnt-out hulks of ruined tanks and the rotting bodies of soldiers. As the war turned into a battle of attrition it was clear that victory would go to the side that fielded the largest number of troops and guns. It was under these circumstances that the Ragnarok was developed. It was conceived as an alternative to the famous Lemn Russ battle tank, but one designed for the specific circumstances that

prevailed in the campaign (not least, circumstances where the Lemn Russ was unavailable to the increasingly under-equipped militias which contested the civil war). It was decided that the Ragnarok did not need to be fast, but did need to be capable of dealing with the treacherous terrain of no man's land. Likewise it did not require very long range, as visibility was limited under the pollution-clouded skies of Krieg. But most of all, it needed to be as simple as possible to construct and use, as then it could crush the opposition through sheer weight of numbers. The result was an ugly, slab-sided vehicle, but one that admirably fulfilled the needs of the time. It is testament to its solid design that the Ragnarok was so gloriously restored to service by the Baran Siegemasters, who use it to this day and know it affectionately as the 'Mk 1 Mobile Bunker'.

RAGNAROK HEAVY TANK (KRIEG PATTERN)				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	15cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
Ragnarok Battlecannon	60cm	AP4+/AT4+	—	
2 x Heavy Stubber	30cm	AP6+	—	

Notes: Reinforced Armour, Walker (represents ability to move over difficult terrain).



IMPERIAL GUARD SAPPERS

Imperial Guard regiments often include a corps of sappers. It is their job to construct and maintain the fortified positions occupied by the regiment, but they are also trained in the art of siege warfare. When confronted by a strong defensive position, sappers will work to literally undermine it, digging tunnels under the enemy position from which surprise attacks can be launched or explosive charges detonated. Opposing groups of

sappers seek to counteract these mining operations, attempting to breach the enemy tunnel in order to capture it before it is complete. If they do so, a deadly underground battle will be fought in the tunnels under no man's land, with no quarter given or asked for. Sappers are also expected to spearhead direct attacks on fortified positions, and are trained in the use of special assault weapons such as flame-throwers and meltabombs that they use to breach the enemy position. Considering the dangerous nature of the tasks they are called upon to perform it will be no surprise to hear that sappers often fashion crude homemade carapace armour to protect themselves.

IMPERIAL GUARD SAPPERS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	6+	5+	5+
Weapon	Range	Firepower	Notes	
Heavy Flamer	15cm	AP4+	Ignore Cover	
Meltabombs	(base contact)	Assault weapon	Extra attack (+1), Macro-Weapon	

Notes: Sappers can be represented by any suitably painted Imperial Guard infantry or Ogryn miniatures.



FORTIFIED POSITIONS

When a campaign bogs down, the Imperial Guard will immediately start to dig in and create fortified positions. Soon trenches will spring up all along the frontline, providing cover and safety for the troops that occupy them. Thickly walled bunkers will usually

supplement these trenches, and gun emplacements will be built for artillery and tanks to protect them against enemy fire. Razor-wire will be laid out in front of the trenches to slow down enemy infantry assaults. In a lengthy campaign these fortified positions can become extensive, with multiple trench lines one behind the other, and massive bastions designed to protect vitally important positions.

FORTIFIED POSITIONS			
Terrain	Infantry	Vehicle	War Engine
Trench	4+ Cover Save	Dangerous	No Effect
Gun Emplacement	4+ Cover Save	5+ Cover Save	No Effect
Bunker	3+ Cover Save	Dangerous	Impassable
Razor Wire	Dangerous	No Effect	No Effect

Notes: Bunkers are Fortifications (see 1.8.4). Gun emplacements provide vehicles with a Cover Save that works in the same manner as an infantry Cover Save (see 1.8.3). Each gun emplacement can hold one unit, and each bunker can hold three units. Trenches can hold one infantry unit per 40mm of length.



1.3 THE FERAL ORKS

"What are these dirty little things doing here? Where are our cities? Who has murdered the Children of Asuryan?!"

Mauryon returns to Baran

Spored To Be Wild

Ork invasions are devastating to the hapless planets they descend upon. When the Waaagh! finally leaves the battle-scarred planet in search of fresh conquest, the survivors emerge from hiding and the process of rebuilding must begin. Unfortunately for the planet's inhabitants the Ork threat does not end when the vast hulks leave the system. A small trace of the Ork Waaagh! is left behind and will in time grow into a new menace known as Feral Orks.



All Orks give off spores which are dispersed on the wind. A few of these spores may fall into remote zones on a planet's surface, the dense jungles or dry arid plains, places where most civilisation finds it difficult to survive. The spores rapidly infest the area and grow without the threat of discovery.

Over a relatively short period of time, these spores will mature into full-grown Orks and band together in loose tribes.

Survival of Da Biggest

At first these tribes are small in number and are of little threat to the planet's inhabitants. The Orks are uncivilised, even by the low standards of Orks. They have little concept of language and no grasp of technology. At this early stage in their existence they are hunted and preyed upon by all manner of savage beasts. It is a very important stage in the Feral Orks' development, where only the strongest will survive.

Out of this period a particularly cunning and strong Ork will emerge as the leader and the other Orks will gather round him. It is at this point that a Feral Ork tribe will begin to emerge. The tribe learns to fight against their natural predators through use of its numbers and, as it grows and expands its territory, more and more Orks are drawn to the group.

The Feral Orks learn to scavenge weapons and equipment left by the previous Waaagh! Although much of the technology is far too advanced for them, it does not take long for the Ork to realise the gruesome effect of pointing the noisy metal thing at an enemy. Minutes after this incredible discovery the tribe will go to war, shooting at any targets that come before them, conquering all the other rival tribes and uniting under one banner.



Da Tribe

The tribes usually take the name of the deadly beast that posed them the greatest threat before they became cultured. As more and more Orks join the tribe they are able to specialise in their abilities. The biggest and strongest Orks are able to bully the smaller and newer members of the tribe to hunt down prey. They take the approach that the bigger you are, the more you need to eat and, therefore, the bigger your portion of the kill. Few Orks dare argue with that kind of logic.

As the smaller Orks spend much of their time hunting down prey, they become excellent shots. Others learn how to track and trap their prey, taking the skulls or hides as trophies of their prowess. Some learn to make use of the beasts of their home-world using them as mounts to hunt down fast prey. Some will discover other primitive tribes, and so the main tribe grows exponentially.

As the tribe expands, claiming more and more territory, it is inevitable that it will clash with other races. At first only small outposts will be attacked. Then the tribes will strike in massive raids against towns and entire cities, before swiftly disappearing back into the wilderness. With each new raid the tribe gains more and more equipment and more and more thirst for battle until it will launch itself on a frenzy of conquest.

Once the Feral Ork Waaagh! has started, it can gain an unstoppable momentum. The entire planet will become consumed by the Orks in a furore of battle, until all that there remains to fight is each other, which they do with savage abandon.

1.3.1 FERAL ORKS SPECIAL RULES

The following special rules apply to Feral Ork units.

1.3.2 FERAL ORK UNITS

A Feral Ork army is allowed to use the new units on the following pages. All other units that may be used in a Feral Ork army are covered in section 5.5.3 of the Epic: Armageddon rulebook and on the Feral Ork Army Reference Sheet.



Feral Ork Huntas

The Boyz in a Feral Ork army are known as Huntas. They have the same characteristics and can be represented by the same models as Ork Boyz, and so are referred to as Ork Boyz in the army list to avoid confusion.

SPECIAL RULE 1.3.1 Feral Ork Special Rules

Mob Rule

Orks believe that as long as there's a bunch of them still fighting together (slightly more than they can count up too is ideal) then there's always a chance that they'll prevail, no matter the odds. To represent this Ork formations with more than five units (ie, too many to count on the fingers of one hand), not including Grotz or Squig Katapultz units, receive a +1 modifier to any Rally rolls they make, and formations with more than 10 such units receive a +2 modifier. For the purposes of this rule War Engines count each point of starting damage capacity as a unit.

SPECIAL RULE 1.3.2 Feral Ork Special Rules

Power Of The Waaagh!

Orks are not noted for their organisational abilities, and thus usually have a pretty low Initiative rating. However, if there is one thing that will galvanise an Ork warband, it's the thought of a good punch-up. Because of this Ork formations that are attempting to take Charge or Double actions receive a +2 modifier to their Action test roll.



ORK WYRDBOY

Although all Orks are innately psychic, a rare few have the ability to channel this power. Most of these shaman, or Wyrdboyz as they are more commonly known, are reluctant psykers who live in dread of their heads exploding when they become suffused with psychic energy. They draw their power from the Waaagh! energy subconsciously released by other Orks' excited minds as they go into battle. This energy sometimes grows to such an intensity within the Wyrdboyz mind that he is unable to control it, resulting

in his brain bursting from his skull in an almighty blast. Although such accidents are rare, they mean that Wyrdboyz are understandably reluctant to take part in battles. Unfortunately for them, Feral Ork warlords need their talents to make up for the lack of heavy weaponry in their army and so insist that the Wyrdboyz turn up. On campaign they accompany the mobs, soaking up the raw Waaagh! energy that large numbers of Orks create, and channelling it into a powerful psychic attack. This attack is known as the Fist of Gork, and is perfectly capable of destroying the most heavily armoured tank, and can even swat aircraft out of the sky.

ORK WYRDBOY				
Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Fist Of Gork	45cm	MW5+/AA5+	Macro-Weapon	

Notes: Character.. Note that the Wyrdboy may be added to any unit in the formation, including Orkeosaurus and Squiggoths.



ORK WILDBOYZ

A Feral Ork raiding party will often come across a small community of Orks that have spored up away from the larger tribes. These Orks are usually armed with the most basic primitive weaponry, such as clubs and spears and bows. The Ork raiding party will bring these wild Orks back to the tribe where over a period of time they will be taught the proper Orky way. However, before they are truly accepted in the tribe they must prove their strength in battle, while they are still new to the marvels of Ork kulture. Though they haven't really

got the hang of using shootas and stikkbombs, they're more than willing to have a go at the enemy with their clubs and spears and anything else that comes to hand. A Feral Ork warlord will often bring some of his Wildboyz along to a battle so that they can have some fun and get a bit of experience at the same time. The Nobz always keep a special eye on the Wildboyz and make sure that they don't do anything too impetuous like running through minefields or standing around in the open. After the battle the Wildboyz who have done well are rewarded with a shoota and allowed to join the ranks of the Boyz mobs.

ORK WILDBOYZ				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	6+	4+	n/a
Weapon	Range	Firepower	Notes	
Choppas	(base contact)	Assault Weapons	-	



ORK MADBOYZ

Most feral Orks have little understanding of technology and often their introduction to even the simplest mechanical devices will be too much for their small brains to handle. When this happens an Ork can become psychotic and lose what little rational thought processes he had in the first place. These Orks

are known as Madboyz or Nuttas. While some become just plain crazy, others are inspired geniuses whose inventions and ideas are immensely valuable to the Orks. All Madboyz are unpredictable and somewhat anarchic, and so are grouped together on the battlefield to ensure they don't cause confusion in the ranks of the other mobs in the army. Other Orks have the utmost respect for the Madboyz, whose crazed notions are seen as sign of favour from the Ork gods Gork and Mork.

ORK MADBOYZ				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	6+	4+	6+
Weapon	Range	Firepower	Notes	
Choppas	(base contact)	Assault Weapons		
Shootas	(15cms)	Small Arms		

Notes: Fearless



ORK BOARBOYZ

For as long as any Ork can remember the warboar has been a favoured mount of the warrior Ork. It is a fierce and stubborn beast, with sharp tusks, a thick skull, and the odour of the dung-heap – much like it's rider! Although most Ork tribes, with the notable exception of followers of the Snakebite clan, now favour bikes, buggies and other mechanical contraptions, Feral Orks still rely on the good old warboar with its familiar smell and violent temper to carry them into battle. Ork Boarboyz must first capture a

wild boar and then beat the creature into submission so that it will let him ride on its back. The Ork benefits from the speed and ferocity of the boar, whilst the boar for his part in the bargain is treated to daily gruel, a smelly sty and the occasional smack on his nozzle with a large stick! Amongst the more advanced tribes, the Nobz will take their best boar to the tribe's Meks and Painboyz to have them turned into a strange amalgam of animal and machine known as a cyboar. Basic improvements to the boar involve its tusks being replaced with steel ones, the addition of an armoured carapace, and the fitting of wheels or chemical injectors to increase the boar's speed and ferocity.

ORK BOARBOYZ				
Type	Speed	Armour	Close Combat	Firefight
Infantry	25cm	6+	4+	6+
Weapon	Range	Firepower	Notes	
Shootas	15cm	Small Arms	-	
Choppas	base contact	Assault Weapons	-	

Notes: Mounted, Infiltrators



SQUIG KATAPULT

Squig katapults lob large pots full of carnivorous buzzer squigs into the midst of the enemy. The pots crack open when they land and swarms of the enraged squigs pour out to attack anything nearby. Buzzer squigs are voracious insect-like creatures that are capable of stripping the flesh off a man-sized creature in seconds. Squig katapults are made from a combination of wood, box girders and scrap metal scavenged by the Orks from crashed and

wrecked vehicles. Any metal that is used is fashioned into girder-like sections, perforated with large holes to reduce weight and bulk. These sections are bolted together before the battle, and can be carried about at other times by the Grot gun crew. The katapult operates by a simple mechanism. The ammunition (a pot full of buzzer squigs) is loaded into a holder mounted on a long arm that is held under tension by powerful springs. The arm is wound back by a handle and fastened with a catch operated by a lever. When the katapult is loaded, the lever is released and the arm flings the pot of squigs towards the target.

SQUIG KATAPULT				
Type	Speed	Armour	Close Combat	Firefight
Infantry	10cm	None	6+	5+
Weapon	Range	Firepower	Notes	
Squig Katapult	45cm	1BP	Disrupt	



JUNKATRUKK

It's not uncommon for Feral Ork tribes to capture vehicles left by other forces. These vehicles will have been heavily damaged, and it's rare that a feral Ork tribe will either have the mechanical expertise or spare parts needed to get them up and running in anything like their original form. But such minor problems don't stop the tribe from making full use of the newly looted vehicles, far from it! The vehicles

will be given to one of the tribe's Boilerboyz or Pigdoks, and they will quickly get it back up and running again. Boilerboyz are masters of primitive steam-powered technology, and can usually convert a captured vehicle to run on steam-power by the addition of a simple steam-powered engine. Pigdoks look after the tribe's squigs, boars and cyboars, and by the simple expedient of harnessing two or more of their charges to the front of the captured vehicle they can create a crude yet surprisingly effective combat vehicle.

JUNKATRUKK				
Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	25cm	5+	5+	6+
Weapon	Range	Firepower	Notes	
Big Shoota	30cm	AP6+/AT6+	-	

Notes: Transport (may carry one Grot plus any one of the following units: Boyz, Nobz, Wildboyz). Units being transported may fire with any ranged weapons, and use their firefight value in an assault or to lend supporting fire.





SQUIGGOTHS & ORKEOSAURUS

Squiggoths are large creatures that are normally hunted down by Orks as food. Feral Orks see the great beasts as more than simply food and also use them in battle. Squiggoths don't normally grow much bigger than a bull, but with the right fungus nutrients and tender loving care they can reach house-sized or even bigger! Really large Squiggoths are called Orkeosauruses by their proud owners, and are highly valued not just for the carnage they can cause in battle but also for the prestige that they bring their tribe. When the tribe marches off to war they are accompanied by the trumpeting calls and the thunderous tread of the mighty Squiggoths and Orkeosauruses. In battle the Pigdok who

nurtured the creature will sit proudly high up on the swaying carapace on its back, bellowing as the scurrying gun crews load and fire their guns, wincing as the odd Grot or Ork loses its grip and plummets out of the tower. Squiggoths and Orkeosauruses are deadly in close combat, trampling foot troops and goring tanks with their huge tusks. They are hard to kill, as their thick hide, awesome constitution and dull nervous system shields them from all but the most hideous wounds. The problem with the creatures is that when they finally realise they are hurt or, indeed, dead they tend to panic and rampage around until they finally keel over. This is especially true of the enormous Orkeosauruses, who are capable of rampaging around for almost ten minutes even after having suffered a mortal wound – which can be more than a little bit dangerous for any troops who happen to be in the way.

SQUIGGOTH				
Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	20cm	4+	4+	5+
Weapon	Range	Firepower	Notes	
2 x Twin Big Shoota Teeth & Horns	30cm (base contact)	AP5+/AT6+ Assault Weapon	– Macro-Weapon, Extra Attacks (D3)	
Big Gun	45cm	AP5+/AT5+		

Notes: Reinforced Armour. Thick Rear Armour. Transport (May carry any four of the following units: Boyz, Nobz, Wildboyz. May carry two Grotz in addition to any other units.)

ORKEOSAURUS				
Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	4+	5+
Weapon	Range	Firepower	Notes	
4 x Twin Big Shoota Goring Tusks	30cm (base contact)	AP5+/AT6+ Assault Weapon	– Macro-Weapon, Extra Attacks (+D3)	
OR	(Base Contact)	Assault Weapon	Extra Attack (+1), Titan Killer (D3)	
2 x Big Gun	45cm	AP5+/AT5+		

Notes: Damage capacity 6. Reinforced Armour. Thick Rear Armour. Transport (may carry any 12 of the following units: Boyz, Nobz, Wildboyz. May carry six Grotz in addition to any other units.)

Critical hit effect: The shot enrages the Orkeosaurus. It immediately rampages 3D6cm in a random direction, stopping immediately if it encounters impassable terrain or another unit or once the move has finished. If it stops because it moved into another unit, then the unit suffers a hit that counts as having been inflicted by a macro-weapon. If it crashes into impassable terrain then the Orkeosaurus is killed.



STEAM GARGANT

There is great rivalry between the Boilerboyz and the Pigdoks in Feral Ork tribes. Each feel that they have the answer to the tribe's future; for the Pigdoks the way forward lies with sticking to traditional Ork values, while the Boilerboyz feel that creations powered by their new steam-powered teknoogy will lead the tribe to power and riches. Being Orks, each group tries to prove its point by creating ever bigger and more powerful war machines. For the Pigdoks the pinnacle of their art are the mighty Orkeosaurus that they breed, while for the Boilerboyz it is the huge steam-powered Gargants that they create.

The Steam Gargants used by Feral Ork tribes are, if anything, even more varied in appearance than the more traditional Gargants used by other tribes. This is because Feral Orks have not been exposed to the full extent of Ork kulture, and so will develop their own ideas of how to do things. While most Mekboyz know that a Gargant should be a living idol created in the form of the Ork gods Gork and Mork, a Feral Ork Boilerboy hidden away on a backwater planet will often have no idea of this, and so will create giant war machines in any shape and size that takes his fancy. In one way, however, Steam Gargants are the same as any other Ork Gargant, and that is in being large, well armoured, and very, very shooty!

STEAM GARGANT				
Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
0-2 x Soopa Gun 0-2 x Mega-choppa	60cm (base contact)	2BP Assault Weapon	Macro-Weapon, Macro-Weapon, Extra Attacks (+1) Titan Killer (D3)	
Fist of Gork	45cm	MW5+/AA5+	Macro-Weapon	

Critical Hit Effect: The Steam Gargant's boiler blows up. The Steam Gargant is destroyed and all units within 2D6cm suffer a hit.

Notes: Damage Capacity 4. Reinforced Armour. Fearless. Walker. May not have more than two Soopa guns or Mega-choppas in total (one on each arm).



THE BARAN WAR

PROLOGUE

WAAAGH! ARBUTTZ

Amongst the Orks, it is inevitable that from time to time a great and fearsome leader will arise to sweep aside all rivals and unite countless warring tribes under his brutal leadership. Arbuttz the Incredible was one such Ork who, in 914.M40, emerged from the wild and primitive worlds of the galaxy's south-western rim. Here, Ork battled Ork, just as they had done for centuries on a dozen worlds infested by Greenskins since an age no one could remember.

Arbuttz at first swept over his own world and others in the same system, sweeping aside rival warlords and taking their followers for his own. The Orks revelled in the uproar caused by this ambitious warlord and his ceaseless invasion of other tribal territories. For months tribe gleefully battled tribe, eagerly hurling themselves into the tumult of battle with the kind of abandon only Greenskins are capable of. With each new battle formed, Arbuttz proved his dominance anew, effortlessly defeating all comers.

Now the tide changed. Where once each new warlord had battled and resisted Arbuttz, now they each in turn fell in behind him, joining his warband and bringing with them their own greenskin tribe, keen and hungry for war. Ork battled Ork no more. Tribe after tribe flocked to the ascendant Arbuttz, until at last they formed a great unruly mass, barrelling along to the sound of a single monotonous chant.

Waaagh!

Waaagh!

Waaagh!



Now Arbuttz was unleashed upon the galaxy at large. In such an ancient and distant corner of the galaxy, Arbuttz was first forced to cross thousands of light years of wilderness, rampaging across one uninhabited planet after another, his boyz chasing and hunting any large predators or 'uge beasties they could find, desperate to get to the proper scrappin'. They would not have to wait long.

In the Zypher sub-sector, Arbuttz and his Waaagh! swept across several ancient worlds of the Eldar. Here survivors of the long-ago fallen race lived in their so-called Exodite communities, the last sorrowful remnants of the once great Eldar empire. As the greenskins poured across the system, the Eldar rode to war, mounted atop great beastly lizards, armed with weapons far beyond the technology available to the Orks and moving with a graceful ease that the lumbering greenskins simply could not hope to match. But for all this, Waaagh! Arbuttz was vast, and in its size unassailable, and the ancient Eldar were swept away in the few short months it took the Orks to cross the system.

Arbuttz and his boys marched on, and here, on the most distant boundary of the Imperium, the Orks crashed into a dozen worlds of man as violently as the largest and most unstoppable of waves might smash asunder the shore. Arbuttz's boys cut a bloody swathe through the Imperial defenders until finally running out of steam on the Imperial Deathworld of Gorang, where they were brought low fighting the indigenous life-forms as much as they were by the Imperial defenders. By the end of the fighting the entire Zypher sub-sector had been overrun and conquered by the Orks.

EAGLES & RAVENS

For almost 300 years this new Ork empire was left unmolested, until a campaign of re-conquest was finally begun in M41.204. The re-conquest was led by troops of the Marauders, Eagle Warriors, Raven Guard and Revilers Space Marine Chapters, supported by over two-dozen Imperial Guard regiments. In a long, hard fought campaign these troops battled to reclaim the planets lost to Warlord Arbuttz, until finally in M41.224 the Zypher sub-sector was declared free of the taint of alien infection.

But the Imperium pushed on. Not content merely with reclaiming those worlds lost to Arbuttz three centuries prior, the Imperial war machine raged across the dozens of other worlds which the Ork Waaagh! had claimed, conquering worlds never before touched by the boot of man. An Imperial Guard regiment was assigned to each of these planets and ordered to cleanse the planet of Ork infestation. Troops from the 127th Death Korps of Krieg regiment, commanded by General Himmel von Paulus, were assigned to cleanse a backwater planet named simply Baran. In return the Death Korps veterans were granted rights of settlement on the planet.

Baran was a wild and uncultivated planet, covered by dense forests, rolling steppes, and craggy mountain ranges. Little could these valiant frontiersmen have realised that the soil upon which they now stood was that same ancient soil onto which the brave Eldar Exodites had bled as Waaagh! Arbuttz stole their world from them...

The now Feral Ork tribes that inhabited Baran were quickly driven from the open steppe-lands by the initial Death Korps assault. The surviving Orks scattered and hid in the forests and mountainous areas of the planet, where they proved extremely difficult to eradicate. Lacking the huge numbers of troops needed to destroy the Orks by weight of numbers, von Paulus decided to contain the Ork threat instead, building a series of interconnected fortified positions to hem the Orks into their wilderness retreats. These fortified positions quickly grew into the first major Imperial settlements and cities on the planet.

With the Orks still a major threat, the colonists were under a state of constant siege on a dangerous frontier planet. New cities were built as a curious amalgam of military and civilian structures, where the Imperial Guard's trenches, bunkers and other defences were slowly pushed out to incredible distances so that whole cities could be built amidst them, civilian buildings replacing the old fortifications as these cities snaked outwards.

OLD ENEMIES, NEW BEGINNINGS

Over the course of the ensuing generations, these colonies grew, and although never populous, and under constant threat of Ork assault, Baran thrived. Once the colonies were large enough new Imperial Guard regiments were raised to replace the Death Korps veterans who had long since aged and died. These new recruits were to become the first and foremost of Baran's defenders – the Baran Siegemasters.

THE ELДАР EXODITES

During the Fall the degeneration of the Eldar did not go wholly without resistance. Some, the more far-sighted, began to openly criticise the laxity of their fellow citizens, and to warn against the effect of Chaos cults. These people were mostly ignored or else treated as narrow-minded fools and fanatics. Soon the general collapse of society convinced even the most resolute amongst them that there would be no end to the reign of death and depravity. Some decided to leave the Eldar worlds, and settle new planets free of the creeping corruption. They were the ones still untainted by the touch of Chaos, and by now they were few.

These Eldar are known as the Exodites. Of all the Eldar race they were uniquely far-sighted. Amongst a race naturally indulgent and hedonistic they were reviled as dour fanatics obsessed with misery and self-denial.

In an assortment of spacecraft the Exodites abandoned the Eldar homeworlds and upon the fringes of the galaxy the Exodites made new homes. The worlds they settled were savage and life was often hard for a people unused to physical work and self-denial.

When the final cataclysm erupted most of the Exodite worlds were far from the psychic epicentre and survived. The resultant psychic implosion wiped out the rest of the Eldar, but out on the fringes of the galaxy the Exodites were safe.

Since they were first settled the Exodite worlds have not changed a great deal. The Craftworld Eldar regard the Exodites as rustic and rather simple folk, vigorous and wild in a way that is quite unlike their own introverted societies. Craftworlders and Exodites travel within each other's realms, but their different mental outlook and way of life means that they have their own concerns.

Alongside them, the Raven Guard remained, though in precious few numbers, and concerned themselves mostly with hunting down those cunning Ork warlords believed to be in possession of Imperial technology stolen during the initial Waaagh! On one of Baran's moons, the black rock known as Coron, the Raven Guard established a fortress monastery from where little more than a hundred of their brethren could continue the struggle against remaining Ork elements. The men of Baran and the aloof Raven Guard shared little contact, though the Raven Guard watched their human charges closely, for they realised that such a harsh world as Baran would breed hardy stock – stock from which the Raven Guard might one day draw initiates fit for their own superhuman ranks.

For decades the Siegemasters and the Raven Guard stood guard over Baran and the handful of valuable nearby worlds required for the mining of metal ores, minerals and other precious resources. The Orks remained a threat, and from time to time claimed great successes of their own, though the resolute Siegemasters and the grimly determined Raven Guard time and again proved themselves equal to any threat. Equal, that is, to any threat the increasingly feral Orks could throw at them...



THE TALONS OF BIEL-TAN

The Craftworld of Biel-tan does not journey aimlessly as it glides through space. It does not wander as a lonely and frightened exile might, fleeing constantly from danger, finding itself ever battered, bullied and cast out. This is not the way of Biel-tan. Biel-tan is guardian and conqueror to its people, ceaselessly patrolling all those worlds that lie within the bounds of its ancient route, the same route it has ploughed ever since the Fall of the Eldar ten thousand years ago. This is the Kingdom of Biel-tan, or so they would have it known. Not an empire unto itself, but a great and powerful bastion of the larger Eldar Empire as the proud and warlike ruling Court of Biel-tan see it.

As it journeys silently through the void, Rangers still loyal to their former craftworld roam far ahead, scouting the way to those worlds which lie next upon Biel-tan's route. Alongside their craftworld, the warfleets of Biel-tan streak through the stars, overwhelming any resistance which might endanger or impede the gargantuan craftworld as it sails on inexorably.

Many worlds lie upon this ancient route – worlds populated by men, overrun by Orks, infested by crude and primitive usurpers or else barren, uninhabited and forgotten. But no matter their fate, to the Eldar of Biel-tan these are Eldar worlds once and former, present and future. In the eyes of Biel-tan, the young races who now populate the galaxy are not the natural successors some would claim them to be, springing up to fill the void left by an Empire which long ago betrayed, defeated and destroyed itself, but rather they are greedy and savage usurpers with no right to take these worlds from the Eldar. So it is that as Biel-tan soars effortlessly through the stars its talons fall hungrily upon the Eldar's foes, crushing their primitive colonies and dragging their filthy carcasses away from the beautiful, verdant worlds of the Eldar. No matter that

these societies have dwelled for centuries upon these worlds, no matter that the last flame of Eldar life on these worlds burned out millennia ago, no matter that many of these so-called usurpers have taken nothing which they did not find unused. None of this matters to the proud Eldar of Biel-tan. The mere presence of these young races brings only one outcome – war. War with the Swordwind of Biel-tan.

And so it was that as Biel-tan drew silently through the Zypher sub-sector after long centuries of absence, its scouts ranged far ahead, abroad in all the worlds once held dear by the Eldar, and one by one their sorry accounts returned to the ears of Biel-tan. World after world lay ruined, its people, its culture and its ancient Eldar heritage swept away into nothing. Such tales are ones that the Eldar of Biel-tan have had to endure often in the millennia of their Long Winter, returning to worlds unseen in lifetimes to find them morbid and desolate. Yet for all the familiarity of these tidings of sorrow and despair, the Eldar resented them no less, and the fire of war burned brightly in the hearts of Biel-tan people as all the Craftworld talk turned to vengeance and reclamation.

Of the worlds still known to them, the Rangers reported that no living Eldar now survived. Yet they spoke also of some gates within the webway barred so firmly that they had been unable to pass, and that beyond these might lie worlds yet untouched, or perhaps embattled worlds where the valiant Eldar still fought on. The Exarch Mauryon, Burning Spear of the Fire Dragons, met this news with both fury and determination, and travelled at once to a world he had known as a child to see if it still endured. Taking it upon himself to unearth the fate of his people, Mauryon travelled at once to the world of Baran.

Just as the rangers had attested, no gate now remained open and Mauryon took instead to the Dragonship Ilethryr, Chariot of Khaine, accompanied by only a

handful of his most faithful acolytes. Mauryon felt his numbers too few to risk journeying the Baran directly, and instead Ilethryr was hidden in orbit around the silver moon of Ephos. The gate to the silver moon had long been barred, but Mauryon hoped that the gate between Ephos and the planet below might remain open, and fortune was with him.

As predicted, the gate was closed (for none had been able to reach it from Biel-tan), but its structure still stood. All about it were carved runes of doom, frantic testimonies speaking of the last desperate Eldar defenders swept away by the greenskinned menace. These same runes barred the gate tight, sealed by those last brave Eldar so that the ancient webway might not be tainted by the Ork filth. Mauryon ordered that Elasthan, a seer, a steersman, be brought up and unfasten the magics which bound the gate shut. As he did so, he found many of the roads from the gate crumbled and impassable, so that there was still no direct way to Biel-tan. Yet one path remained open – the path to Baran itself, albeit by only the smallest and humblest of gates.

A GATE UNBARRED, A FURY UNLEASHED

On Baran, Mauryon's rage was given a face, a shape and a name. Hordes of wild Orks, naked or clothed only in the skins of animals rampaged about him.

Familiar landscapes remained, though the forests ran wild and uncultivated, ragged and imperfect. Rivers ran dirty, littered with ugly black rocks, while choking grasses covered the hills which Mauryon had remembered as lush, green and fair. Mauryon's rage was unleashed and he plunged his Burning Spear into the green savages that swarmed about him. The fire with which the Burning Spear raged was Mauryon's own, the fire of rage immolating the Orks all about him, but he and his Aspect Warriors were few and even in his fury Mauryon realised little good would come of remaining amidst the slaughter. Mauryon departed via the newly opened gate. Upon his shoulders he bore the body of the largest Ork, all the proof he would need that the Eldar had been done a great injustice.

On Biel-tan, Mauryon cast the Ork's stinking carcass to the floor as the Court of the Young King gathered in a circle about him. Few words were spoken, none were needed. With a single nod of derision at the corpse beneath him, Mauryon declared his Autarchy and thoughts turned to preparation for the coming war. As had happened a thousand times before, the entire craftworld was suddenly alive with a single monotonous chant...

Khaine!

Khaine!

Khaine!



THE SWORDWIND DESCENDS...

Finding himself without the means to transport anything larger than a man via the single wraithgate open to him, and not yet willing to reveal himself in an all-out assault from space, Mauryon was left with no choice but to begin his war with his Aspect Warriors alone. His entire army on foot, Mauryon and several dozen Aspect Warriors journeyed to Baran and the Swordwind was begun.

THE GATE OF DEATH

The Gate by which Mauryon first journeyed to Baran was known as the Gate of the Dead, the Banshee Gate or the Hag Gate, for it was this ancient gate to which the Exodites of this and other worlds had journeyed in order to convey their dead to sacred barrows which lay near by.

Emerging from the Gate of the Dead, Mauryon found the barrows broken and defiled. Their great structures lay hidden beneath the ground, yet they contained much wealth and Orks have a keen scent for plunder. The great sweeping hills which formed the surface of these barrows had been cracked open by the Orks who now infested them, littering this sacred place with their own filthy greenskin mess, disturbing the spirits of the resting and causing much damage to the delicate wraithbone fronds of the world spirit which formed the barrows' architecture. A whole tribe had made its home within the barrows, just as simple creatures might populate caves and tunnels for shelter. The greatest and most magnificent of the barrows, the resting place of the ancient Exodite Kings of Baran, had been claimed by the tribe's own Warlord, the bloated Bogga-Bogga.

The Eldar were far outnumbered by the Orks, but came upon them unawares, moving swiftly up to the barrows themselves. Each barrow was guarded by the same Ork mob who had taken it for their den, and even with the advantage of surprise the Eldar found resistance fierce. Orks are always ready for a fight, and bare moments after the Eldar revealed themselves a great shout, accompanied by a bellowing roar of Waaagh! energy swept over the landscape, rousing the Orks to battle.

The Orks rushed from the barrows, but the Aspect Warriors moved swiftly and hemmed them in, charging right up to the entrance of the barrows so that the Orks could not pass cleanly, cutting down the greenskins as they filtered into the narrow tunnels and archways which led up from below ground. By means of clever feints and faked retreats, the Eldar cleverly drew the Orks to push against themselves, or else drew them to one side so that Eldar themselves could advance a little further into the barrows. Each and every one of the Aspect Warriors knew full well that their ultimate goal lay deep within these cairns, and that no time could be wasted in reaching it.

As the Aspect Warriors hacked a way through to the Barrows, the handful of Seers who had been willing to accompany Mauryon broke through and took their place within one of the newly recaptured barrows. Here they paused for some moments to read of the fame and repute of those spirits which rested here, so that they might know them by both name and character, before solemnly turning their minds to commune with the dead. As the Seers spoke, the spirits awoke, drawing forth from the deep and hidden refuges to which they had fled when first the greenskins came.

These bodiless spirits surged and rushed around the barrows and cairns, their formless voices ringing out from the walls and pillars of their ancient tombs, calling in voices of thunder and terror, startling the Orks as the battle raged all about. Their deathly wails stopped the Orks dead with fright and the Aspect Warriors found their blows striking home effortlessly as all fight drained from the terrified greenskins. In the Great Cairn of Kings, Bogga-bogga's Wyrdboy, Zoombanga, began his own invocation to the spirits, casting his head upwards, shaking his primitive fetishes and totems in a savage dance before a single, barking howl from the dead shattered the Waaagh! energy building up around him and dropped the Shaman lifeless to the floor.

As he watched Zoombanga assailed by the screaming Eldar spirits, Bogga-bogga himself fled from the barrow, surrounded by his Nobz and Grot attendants. Striking Scorpions of the Grieving Shrine surrounded the Warlord at the entrance to the Great Cairn and cut him down in an instant. With Bogga-bogga slain, the surviving Feral Orks broke and fled, seeking refuge in the great forest which lay in a circle all about the barrows. Mauryon had come for more than simple slaughter though, and with his objective in his grasp the Autarch ordered no pursuit. The Eldar abated their attack and a silent, deathly calm once more fell over this ancient resting place.

But Mauryon had not arrived as some reverential liberator, returned to lay his people to rest – his war demanded greater sacrifice than that. Mauryon called forth the Spiritseers and Bonesingers which he had ordered accompany him from the craftworld. With them they carried the humble beginnings of wraithbone, a few component psycho-plastics, nothing in and of themselves, but it was all that the powerful Seers would need to begin fashioning their intricate constructs.

From the broken tombs, from the scattered bodies and the partly buried wraithbone cores which lined the barrows the Seers plucked all the spirit stones they could find. The Seers muttered words of comfort and forgiveness as they went about their task, for this was sacrilege to them, an affront to the peace of death – an atrocity, some might say – but such was Mauryon's command.

Alongside them, the Singers' voices boomed out as the wraithbone shells of great walking machines sprung upwards and were one by one assembled into silent, motionless ranks in front of the gloating Mauryon. Here and there the line was broken by the outline of a true giant, twice the size of a man, towering over the rest of these automatons.

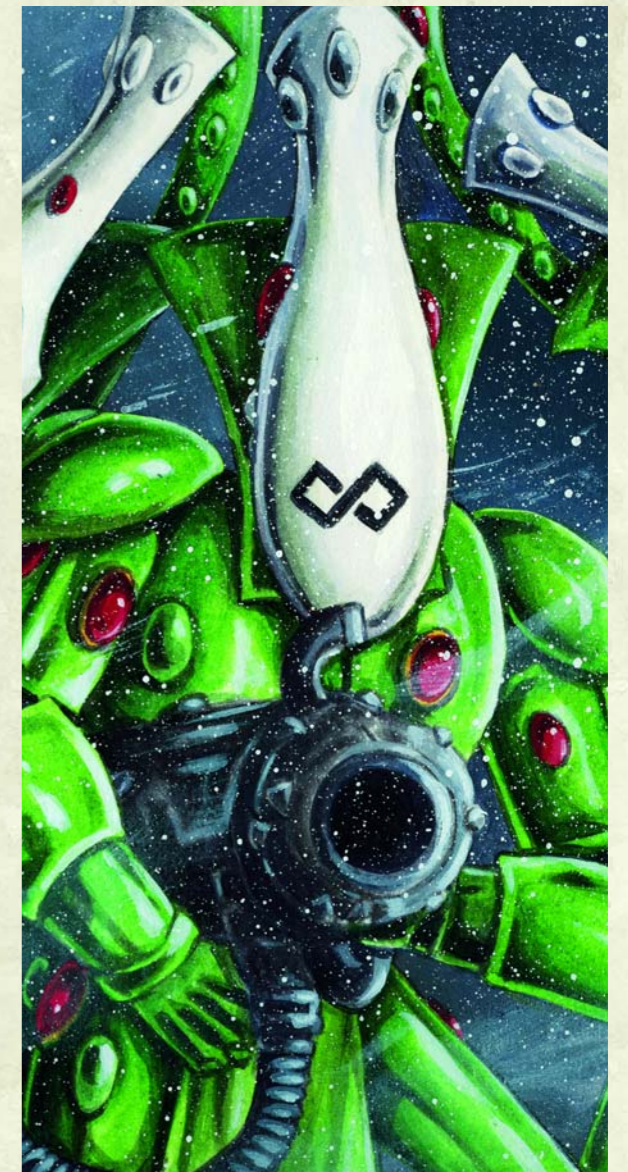
Into these same husks were placed the spirit stones taken from the barrows, and as the deathly Banshees danced and wailed about them, these tired and reluctant spirits were slowly coaxed from their slumber and brought once more to life inside their new wraithbone bodies.

Larger than anything Mauryon could have hoped to get out of the solitary gate available to him, now before him stood Wraithguard and Wraithlords. As Mauryon and his army emerged once more from the barrows, an army of the dead now walked alongside them...

WORLD SPIRITS OF THE EXODITES

The wraithbone core of each Craftworld acts as a repository and conductor of psychic power. It is also the ultimate refuge for the spirits of its people in death. Every Exodite world has its own equivalent to the infinity circuit which is called the world spirit. This is an immense store of psychic energy where the minds of dead Eldar are preserved forever. Exodites too wear a spirit stone and when they die they are taken beneath the earth into one of the great tribal barrows. They are laid to rest there and their spirit stones are broken upon the altars of the worlds spirit.

The world spirit extends over the entire planet, stretching between the tribal barrows, stone circles and standing stones. These important places are where the spirit world and the material world can interact, where they spirits of the dead can flow together and where the living can talk to the dead if they have the power.





THE WAR GOES ON...

With a swift and decisive victory under his belt, Mauryon wasted no time in persecuting his war further. More Aspect Warriors were brought forth from Biel-tan, though as yet Mauryon still lacked any means of deploying larger vehicles to aid his cause. Nonetheless, taking the ancient barrows as their camp, Mauryon divided his forces and began a program of cleansing in battles across much of Baran.

The Barrows had been the resting place of Eldar from all over Baran, and from other nearby worlds. Many wraithgates surrounded the barrows – avenues leading to dozens of ancient Exodite colonies across the planet. Mauryon's seers unbarred these gates and dispatched forces through each of them.

Invariably, the Eldar emerged to find yet more Feral Ork tribes encamped around ancient Eldar colony's, monuments and sacred places, knowing nothing of

their value, but drawn to their riches nonetheless. Without hesitation Mauryon's armies fell vengefully upon the Orks, butchering them in devastating hit-and-run raids before vanishing once more through the ancient wraithgates. Occasionally, however, the Eldar would emerge to find themselves greeted by the colonies of Man, rather than Ork, and here under Mauryon's specific orders the Eldar retreated, slipping away without ever their presence being made known to the men of Baran.

Mauryon's attacks caused much upheaval amongst the Orks, and whole tribes fled away from their tribal homelands, migrating hundreds of miles across Baran before again finding refuge amongst the wild and forgotten places of the world where their simple feral minds felt comfortable. Some tribes survived in such numbers that even as they fled they invaded the territory of rival warlords, taking land from their rivals as their own land was taken from them. In their hurried migrations, other Orks were flung against the cities of the Imperium, putting a great strain on Baran's beleaguered defenders. So it was, that even as the Eldar remained unseen, war still came soon enough to the Baran Siegemasters...

The Orks cared not who they fought and, driven from their own lands, many fell more hungrily than ever upon the cities of Baran. Great tides of Feral Orks swept down out of the wild places of Baran and smashed against the fortress-cities of the Imperium. In each of these cities, the Baran Siegemasters struggled to repel the attackers, though the greenskins surged in numbers never before witnessed, great massed tribes where once they had been scattered warbands. Three colonies were overwhelmed completely and Commander Asaberra, Governor of Baran, faced the greatest test of his time. From his capital at Enderra, Asaberra dispatched extra regiments of Siegemasters, including the few Baran Cavalry regiments available to him to reinforce the most distant and beleaguered cities. Some time was bought by this action, but with Asaberra's forces barely able to defend their own colonies, little could be done in attempting to discover the cause of this great and unexpected Ork assault. All across Baran, in a dozen fortress cities, the Siegemasters were as prisoners, trapped in defence, able only to hold tight and attempt to repel each new wave of Orks with no hope of surging forwards and striking out for themselves.

Such tactics, as Asaberra well knew, rarely suffice for long, and so it was with some urgency that Asaberra dispatched a plea for aid to his black-armoured allies on the dark moon of Coron...

UPON DARK WINGS

Purposeful, if not truly callous, the Raven Guard showed little haste in their response. With their own numbers so few, their own Captain Moradius saw little reward in seeking to defend the cities of Baran. More troubling to Moradius was the sudden onslaught of the Orks, and it was to this which he turned his attention, lest the danger grow and come to pose a threat to the wider Imperium. Intent on discovering the source of this greenskin assault, Moradius and his Raven Guard ventured once more to Baran.



A FOE REVEALED

Arriving on Baran, the Raven Guard chose to make only cursory contact with the Men of Baran and their Commander Asaberra, choosing instead to move virtually unknown amongst the deepest and wildest reaches of Baran, rooting out the Orks in their own lairs, searching for the source of their sudden ferocity. They would not wait long to find it.

At a dozen sites across Baran the Raven Guard found the remains of Ork camps, littered with burned-out huts and dozens of Ork carcasses. Indeed, Moradius could find no Ork settlement standing at all. Something, it would seem, had driven every wretched greenskin from their lair and sent them hurtling against the fortress cities of Baran. It was quite possible that the Orks themselves had wrought such destruction, but to have done so spontaneously across the entire planet seemed too organised for them. Moradius feared that something more deadly lay at its root.

Reconvening the scattered scouting parties, Moradius led his hundred or so men across the Voltus Plains – a great, windbeaten steppe where even the Orks did not settle, but instead prowled in nomadic, predatory packs atop boars, squiggoths and other fungal monstrosities. After a week's hard march, the Raven Guard at last encountered Orks – a curious kind of relief to Moradius. It would seem that the nomadic Orks had proven more elusive than their encamped counterparts, and so here had yet evaded attack.

The Orks, as ever, proved themselves eager for a fight and rushed forwards in great numbers as soon as they caught the sent of the Space Marines. Moradius, however, saw little benefit in sending yet more Orks fleeing across Baran and, after a cursory skirmish, withdrew his men, leaving the Orks to bludgeon their way across the plains as ever they had. His scouts remained close however, hoping that whatever fate had befallen the Ork settlements would soon reveal itself in pursuit of these nomads.

Some days later, Moradius was once more proved shrewd. His scouts returned to report the Orks under attack and Moradius at once led his Raven Guard to their position. Six Thunderhawk gunships skimmed rapidly over the plain, following the signal sent by the remaining scouts, though even in the short time it took them to arrive, the Orks were overwhelmed and slain. Instead of Orks, as Moradius and his Raven Guard emerged from his gunships they were confronted by the Swordwind of Biel-tan.

Recognising the Eldar for the elusive opponent they truly are, Captain Moradius ordered an immediate assault lest the Eldar simply vanish before he return. The Eldar, perhaps, had not intended to engage the Imperium so soon, let alone the Space Marines themselves, and the Raven Guard's first strikes took heavy tolls.

Relying on their favoured hit-and-run tactics, the Eldar rapidly fell back, though not nearly so swiftly as they could. Not so swiftly, more importantly, that the Raven



Guard would not be able to follow. A running battle raged for hours as the Raven Guard, now heavily outnumbering the Eldar harried them from all sides.

At last, as the Eldar's numbers dwindled ever more, they fell back finally into the midst of a great ring of standing stones, ancient monuments left from a time when the planet had been under the Eldar's rule. Here the Raven Guard resolved to wipe out the Eldar army utterly, rushing against them with their full strength. As with so many things, it proved to be just as the Eldar had intended.

Amidst the standing stones, Wraithgates opened. Small gates by the Eldar's standards, but more than large enough for the Aspect Warriors of Biel-tan to pass. Mauryon's armies who had been marauding all across Baran now reconvened amidst the standing stones, Mauryon himself arriving to take command moments later.

Where the Raven Guard had thought they might surround and annihilate the Eldar, they now found themselves surrounded by a foe many times their own number. Even for the sturdy resistance they could offer, the Raven Guard survived precious few hours in the midst of the Eldar's circle of stone.

The Raven Guard were gone, though the Men of Baran would know nothing of their passing, for their minds remained utterly occupied by the ever-growing hordes of Orks which hurled themselves at the Imperial colonies.

THE HORDES GATHER

Elsewhere, the savage displacement of the Orks had created a near uncontrollable migration amongst the Greenskins. While some battled the Baran Siegemasters, others still warred amongst themselves. Ork fell upon Ork as tribes were driven from their homelands and sought to conquer the lands of others, or else were butchered as they fled through the territories of neighbouring tribes. Amidst the carnage, one wily and ambitious Ork saw his destiny awaiting him. Snagga of the Big Teef tribe spread his own horde far and wide, using brutal displays of power to intimidate all the newcomers, all the rampaging, migrating hordes, before offering sanctuary to any who would fight alongside him.

Many of the first to cross Snagga's land rebuked his offer, and sought instead to take his realm from him by force, but Snagga was cunning and defeated his rivals with ease. Soon those that came upon his borders recognised his might and Snagga's horde was swelled by the new arrivals. What's more, word of his burgeoning Waaagh! spread across Baran, carried far on the tribal drums, Suiggoth calls and Grot tellygraffz of the Orks. Word spread of this emerging Warlord, and dozens more tribes flocked to his banner. Many had felt the wrath of the Eldar first hand, and joined with others of their kind only too gladly. Now a full-blown Waaagh! surrounded Snagga-Snagga (his name lengthened in honour of his victories) and the Eldar and Imperium alike had a unified foe to fear.

This unity brought no calm to the Orks, however, it merely galvanised their thirst for war and now an ever more fearsome opponent descended upon the poor, beleaguered Baran Siegemasters.

Snagga-snagga unleashed his horde first against the city of Enderra, one of the oldest and largest cities on Baran, occupying one of the original landing sites of the Imperium's conquest of the planet. The Feral Ork Horde descended upon the city and bludgeoned it with a weltering mass of fire, but the walls stood firm. Snagga's horde was vast, and easily surrounded the city, easily overwhelming any who attempted to break out, but he yet lacked the punch to topple the walled fortresses for which the Siegemasters were rightly famed. Frustrated, but not yet thwarted, Snagga-snagga retired to plot his next move.

AN ENEMY MADE

The Eldar's war, however, went on, and with his forces now gathered on the plains of Baran, Mauryon unleashed his largest attack yet upon the Orks. In his rage, however, he had not reckoned upon the sheer number of tribes now under Snagga-snagga's command, and as the Swordwind fell upon the encamped Orks, Mauryon felt his first taste of defeat.

Hundreds of thousands of Orks rushed to battle as the Eldar sprung their surprise assault. Falcons and Wave Serpents scythed down wave after wave of Orks with their opening pop-up attacks, but nothing could halt such a mass of Orks. The Greenskins smashed into the Eldar army and slaughtered hundreds – a bitter loss Mauryon could little afford. Realising his trap was too soon sprung, Mauryon reluctantly ordered the retreat.

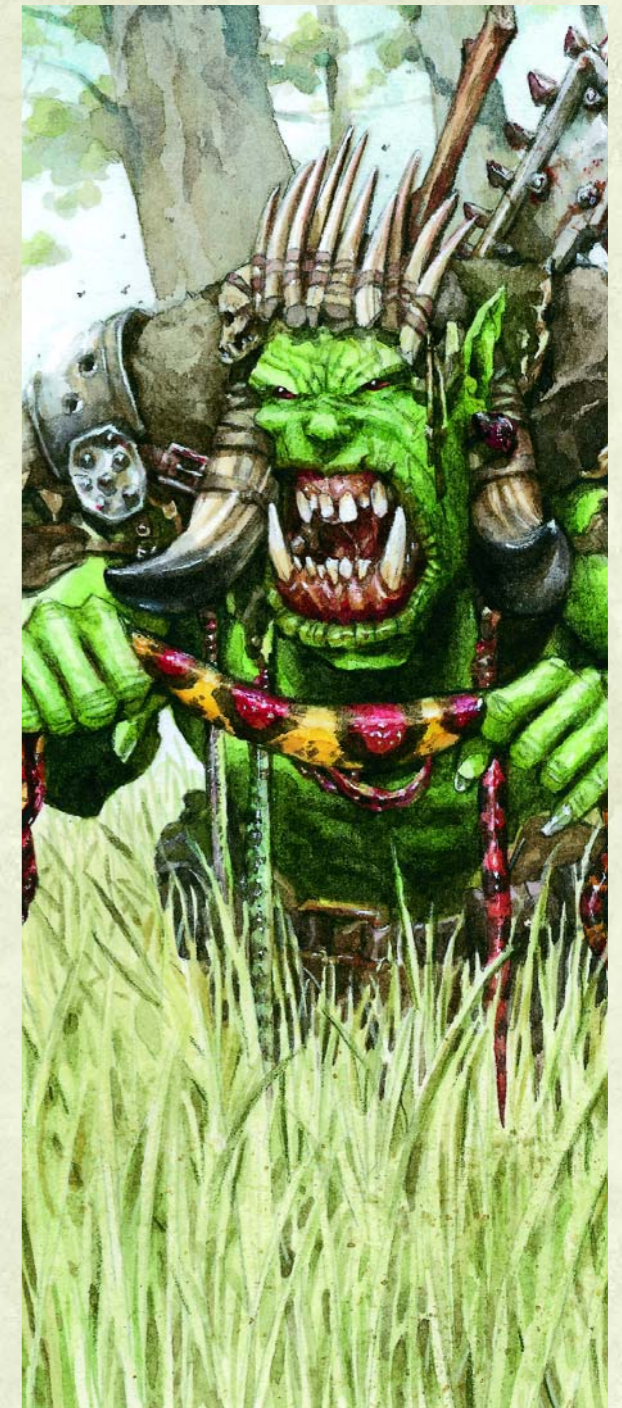
As the Eldar fled, Snagga-snagga sat and gloated. Things were going very well indeed.

BIGGA & BIGGA

Like all powerful Warlords, Snagga-snagga found himself surrounded by a whole host of would be advisors (or 'Elperz) and sycophants, all vying for his affection. Amongst these were the boilerboyz Wurzbag and Durrboz. Wurzbag was a traditional boilerboy, a proven master of steam technology, while Durrboz was once a pigdok, and so sought fame for his legendary 'grot-engine' with which he claimed to have once powered a gargant by the medium of dozens of unfortunate Grots frantically leggin' it inside great caged wheels whose motion powered the Gargant.

Snagga-snagga ordered that a machine be built that would allow him to topple the Siegemaster's fortifications, and set Wurzbag and Durrboz to the task. But the pair were rivalrous, and simply would not work together. Instead the pair conspired to hold a great contest – each would build a machine, and Snagga-snagga and the tribe would choose which was the greatest and would hence win the honour of leading the assault on Enderra.

For days the pair slaved away on their creations until both were unveiled to the startled gasps of the tribes. Alas, however, in typical Ork fashion no one could quite decide which was the winning Gargant – no one could quite decide which was the biggest (as is the Orkish way of deciding all things). The suggestion was



raised that the gargants simply be named Bigga and Bigga, a suggestion loved by Snagga-snagga and loathed by the competitive boilerboyz. Still, two Gargants are better than one, and with his new machines at the head of his army, Snagga-snagga's Horde set off once more for the city of Enderra.

FORGOTTEN PLACES

As Mauryon's army fled their defeat at the hands of Snagga-snagga, not all had managed to follow their leader. Smaller bands, cut off and forced to retreat away from the main Eldar army lest they be surrounded now dashed across Baran, desperately seeking to find a wraithgate by which they might reunite with the main Eldar army.

Mauryon was forced to wait some days as these scattered elements gathered at the Barrows. Last of all came the Striking Scorpions of the Grieving Shrine. Driven far to the south in their humiliating rout, the Scorpions, led by their Exarch Suerymane, had journeyed to an ancient Aspect Shrine, long ago hidden by the savage, cloying vegetation of Baran, but known to the Eldar by some unbreakable empathy.

Here though, disaster was found and their doom nearly met. The temple's wraithgate was barred with a force that the Scorpions simply could not break, and as pursuing Orks descended upon them, hope looked lost. As the Orks attacked, the Striking Scorpions hid themselves about the shrine, lurking deep within its ruins where they stealth might aid them and their lack of numbers not so utterly undo them.

Suerymane himself crouched within the deepest and darkest of the shrine's ancient rooms, and here he found a sorry totem indeed. Scattered about the place were the broken forms and scattered spirit stones of his own kind. Still and perfect, they had lain in this lonely place of dying since Baran had first fallen to the Orks centuries ago. Just as Suerymane now intended, this place must once have been the site of his own people's last stand.

THE BATTLE OF VAUL'S GATE

Mauryon's war had progressed well. With an army of Ghost Warriors taken from the Exodite Barrows, the Raven Guard utterly defeated and now the Phoenix Lord Karandras at his side, the Autarch's victories were great, but he nonetheless remained powerless to tackle the human colonists in their heavily fortified cities. Without his vehicles and Titans, which had so far been unable to traverse any of the wraithgates opened by Mauryon's forward forces, his efforts would all be in vain.

As far as his Rangers could ascertain, only one substantial wraithgate survived on Baran – Vaul's Gate, some several leagues away over the great plain which formed the centre of Baran's primary continent. Mauryon led his army on a swift overland march, the Eldar's swift feet covering the distance in mere hours. Despite their fleet footedness, such a large scale movement could never go unnoticed, and Snagga-snagga soon assembled a great horde to meet them at the edge of the great plain, where the land breaks into shallow bluffs and hard, earthy ground. Upon the highest of these bluffs stood Vaul's Gate itself, a towering Eldar monolith, fully twenty times the height of a man.

The Orks themselves clearly possessed no idea of the true value of Vaul's Gate, though its meaning to the Eldar was not lost on them, and out on the left flank the Orks clustered all about the ancient monument for no other reason than wanting to deprive their enemy of it.

The Ork line was immense, stretched out for several miles across the plain. At its centre stood Snagga-snagga's twin Gargants, Bigga and Bigga. At the far right of the field, a few scattered ruins concealed the

handful of Rangers who had joined the army, but apart from this Mauryon could simply not afford to face the Orks in a pitched battle. A single decisive attack was the Eldar's only hope, and accordingly Mauryon clustered his own forces near the Gate. Swooping Hawks and Warp Spiders formed a thin, broken line down the field, for Mauryon feared the Orks might surround him if he allowed his front to become too narrow. Against such vast numbers of Orks, however, those Eldar in the centre would stand little chance.

Great clouds of dust and smoke arose in the distance as the Orks began to bully their engines to life. Their raucous whoops and shouts rose to a cacophony as the shambling mass prepared itself for battle, but Mauryon and his army, however, were already on the move. Flocks of Swooping Hawks took to the skies, rushing headlong at the greenskins, drawing the centre of the Ork line forward, luring them away from the lumbering gargants behind. At the last possible moment the Hawks turned and soared away as one, and Mauryon unleashed his only gambit. Nightwing fighters and Phoenix bombers burst from the clouds and streaked around the Ork army, homing in on the now isolated gargants.

Many of the Orks turned back to defend the great war machines, racing backwards to turn their fire on the Eldar flyers, but they were too slow. The Hawks swooped back towards them again, as effortlessly as they had turned away in the first place and unleashed a withering hail of short-range fire into the back of the Orks. Bigga fell to the first Eldar attack run. Atop the other Gargant, Wurzbag beamed with perverse pride, gloating as his rival's machine went up in smoke.

Seeing the fight take shape in the centre, Orks from both flanks rushed towards the embattled gargants. On the right, the Ork advance stalled as the Rangers opened fire from their unseen positions amongst the ruins. Several mobs floundered and broke, even before reaching the battle, but as screeching hordes of trukks and wagons arrived to aid the surviving Gargant, a Phoenix crashed earthwards, then a second, then a third and the Eldar flyers were at last forced to speed away from the battlefield. They had already done more than enough.

With the Orks' attention drawn to the centre of the field, Mauryon saw his chance to attack the Gate directly. The Autarch, the Phoenix Lord Karandras and hundreds of Aspect Warriors surged forwards over the shallow bluff between them and Vaul's Gate. At last the Orks found themselves able to get to grips with the enemy up close and proper, and Mauryon's first attack was blunted by the sheer number of greenskins. Karandras and the Aspects close by him, however, battled on and quickly fought their way through to the Gate. Mauryon pushed forwards again and this time broke through the Orks, joining Karandras and the other Aspect Warriors atop the hill, at the foot of Vaul's Gate itself.

With the Eldar flyers gone, the Orks had won the battle in the centre ground and were quickly regrouping. The hulking figure of Da Biggest (as the Orks had hastily dubbed the surviving Gargant) rumbled towards Mauryon's position, surrounded by a rampant mob of



wagons and boyz. Mauryon himself rushed to the foot of the gate and stood guard over the small crowd of Seers gathered there as they frantically began the rituals necessary to re-open the long sealed gate. Even as they did so, the first thunderous blasts from the Orks' soopa guns slammed into the gate, shaking it to its very foundations and crushing two unfortunate Seers beneath the falling rubble.

At the Gate's centre, the portal blinked slowly into life, a streak of glowing energy running from base to peak. The portal flickered and struggled to open wider as more and more Ork fire flew about the heads of Mauryon and his Seers. On the slope below, the fastest of the Ork mobs were already deep in hand-to-hand fighting with the Scorpions and Banshees Mauryon had ordered to guard the approach.

Now Da Biggest itself arrived. Mauryon spun about as he felt the huge shadow loom over him and looked on in horror as all about him Aspect Warriors fell to the blaze of fire from the towering Gargant. At the machine's feet, Mauryon spotted Snagga-snagga himself, and rushed forwards towards him, fearing now that the only way to victory might be to slay the Ork warlord himself. There would be no such need.

Barely had Mauryon taken a step before he felt a surging rush of energy behind him. The Gate was open and Mauryon knew victory was his. Raising his head skyward to look back towards it, Mauryon watched the shimmering portal roll and break apart as the figures of three great Phantom Titans stepped forth onto the field of battle...

Da Biggest lasted scant moments as the three Titans unleashed a co-ordinated burst of pulsar fire. Wurzbag was launched skywards as his gargant's head blew off and the machine came to a halt as a smoking wreck. Under the shadow of the burning gargant, Mauryon and Snagga-snagga met in hand-to-hand combat, though only one outcome was now possible. With the Orks fleeing all around him, and buoyed utterly by the capture of Vaul's Gate, Mauryon was undefeatable and drove his Burning Spear through Snagga-snagga's stomach. The Autarch cast Snagga-snagga's body over his shoulder and swiftly scampered up the creaking frame of the motionless gargant above.

From atop this smoking wreck, Mauryon launched the warlord's body earthward in a rampant celebration of victory. As the slain Ork's corpses crashed to the ground, his army broke and fled, utterly defeated.

ELDAR BIEL-TAN CRAFTWORLD ARMY LIST

“There is no art more beautiful and diverse than the art of Death.”

Laconfir of Biel-Tan

The Eldar are the most ancient of the dominant races of the galaxy. Their civilisation spans countless millennia and their technology is the most sophisticated and evolved. However they are a dwindling race, scattered through the galaxy on their massive craftworlds, battling against the eternal threat of their extinction.

Each Eldar craftworld has its own a unique culture, and while there are many common qualities between armies from the different craftworlds, there are important differences too. Biel-Tan is known amongst the craftworlds for being the most militaristic and for having the most Aspect Warriors. Biel-Tan is also the most aggressive of all the craftworlds, and has taken it upon itself the task of rebuilding the Eldar empire.

THE SWORDWIND

Biel-Tan is located towards the southern rim of the galaxy, at the edge of what is believed to be the extent of the ancient Eldar empire. Amongst the Eldar, the Biel-Tan have a well-deserved reputation for being warlike. Their name means ‘Rebirth of Ancient Days’ in the Eldar tongue and it is the Biel-Tan who have taken it upon themselves to strive to rebuild the glory of the Eldar. To this end, the Eldar of Biel-Tan place greater importance upon the Path of the Warrior than other craftworlds do, for they know that if a new Eldar empire is to be forged, it will be done in the heat of battle and with much bloodshed.

As well as its Seers, Biel-Tan is also governed by a military council known as the Court of the Young King. Their number is made up from Exarchs who have spent a year in

the honoured position of the Young King. The Young King is ritually sacrificed to awake the raging spirit of the Avatar of Khaine but on Biel-Tan, a Young King who survives the year in office will join the Court rather than return to tend their Shrine. The Exarchs of the Court are highly hostile to all outsiders, as one might expect, and it is they who have led to the aggressive nature of the Biel-Tan Craftworld.

The assembled warhost of Biel-Tan is known as the Bahzhakhain, meaning the Swordwind, or Tempest of Blades. The Swordwind relies on a single attack which uses surprise and the immense fighting skills and firepower of its Aspect Warriors to annihilate the enemy in one swift blow. To this end, the Swordwind employs numerous Wave Serpents and Falcons to move its units into position, from which the Aspect Warriors then launch a devastating all-out attack, smashing into the enemy and giving them no chance to recover.

This kind of attack has proved particularly devastating against the Swordwind’s favoured type of target – enemy colonies. The Biel-Tan see any colonisation by other races as a threat to the future growth of the Eldar empire. It is their philosophy that it is better to eradicate any usurpers as soon as possible before the enemy becomes well established. To this end, there have been countless conflicts between Imperial forces and the Biel-Tan Craftworld. Often the Explorators of the Adeptus Mechanicus colonise worlds near to Biel-Tan’s course, only for the Eldar to launch an attack and wipe out the settlers. This forces the Imperium to provide heavy garrisons for newly settled worlds on the southern rim to protect colonists from these sorties by the Eldar, draining valuable resources for battles elsewhere. While Biel-Tan certainly doesn’t possess the power to restore the Eldar empire alone, this penchant for attacking Imperial colonies certainly makes the craftworld one of the greatest threats to the Imperium on the southern rim.

The Swordwind has fallen upon other alien races as well. The Orks in particular are hated by the Biel-Tan, as they can rapidly spread across a colonised world (with a proliferation which even the Imperium finds hard to forestall). The starships of Biel-Tan hunt across the stars to destroy Ork spacecraft before they can find a world to engulf with a tide of green warriors. There have been many accounts through the millennia of the Biel-Tan Eldar arriving to help a beleaguered Imperial garrison fighting against the Orks, only for the Aspect Warriors to turn on their erstwhile allies once the Orks have been destroyed. The leaders of the Swordwind see it as their duty to protect the Exodite worlds from alien invasion. As the Eldar of Biel-Tan see it, when the time comes for the Eldar to emerge from the shadows and reclaim what is rightfully theirs, the Exodite worlds will be the first staging points for conquering the worlds of other races that have spread across the galaxy. Many an incautious expeditionary force has made planetfall on a world not knowing that the Exodites inhabit it, only to find themselves swept away by the ferocious attack of the Swordwind.

SPECIAL RULE May Not Garrison

The Eldar are a highly mobile army, and rarely have enough forces to try to take and hold ground. Because of this, instead of maintaining a heavily garrisoned front line, they will usually rely on a screen of Rangers and War Walkers to warn of the approach of any enemy forces. Meanwhile the bulk of the highly mobile Eldar army will be held back in reserve, where it will be ready to move quickly to any threatened sector. This tactic allows the Eldar to hold large areas of ground with relatively few troops.

To represent these tactics, only Eldar Rangers and War Walkers are allowed to garrison objectives in the Grand Tournament game scenario.

BIEL-TAN CRAFTWORLD ARMY LIST

Biel-Tan armies have a Strategy rating of 4. Biel-Tan Avatars, Aspect Warriors, Revenants, Phantom Titans and Warlock Titans have an Initiative rating of 1+. All other formations have an Initiative rating of 2+.

BIEL-TAN CRAFTWORLD INDIVIDUALS

TYPE	FORMATION	NOTES	COST
0-1 Wraithgate	The Eldar player may choose to replace one of the Objective markers in his half of the table with a Wraithgate at a cost of 50 points.	The Wraithgate functions both as a Webway portal and as an objective for rules purposes. It may not be attacked or destroyed. Important Note: Wraithgates are one of the smallest type of Webway portal, and may only be used by formations made up exclusively of infantry, light vehicles, and armoured vehicle units that have the Walker ability; formations that include any other type of unit may not use a Wraithgate to enter play.	50
0-1 Avatar	One Avatar escorted by the Court of the Young King (counts as one unit).	In Grand Tournament games the Avatar must start off the table. At the start of any turn (including the first) they may be set up on the table within 15cms of a Farseer (this represents the Farseer summoning the Avatar to the battlefield). In the End Phase of the turn the Avatar returns to the Webway and is removed from play. Once the Avatar has left they may not return. Note that if there are no Farseers in play then the Avatar may not be used (as there will not be a Farseer that can summon them).	Free
0-1 Autarch	You may add an Autarch character to any Aspect Warrior stand for +75 pts.	If an Autarch is taken then he counts as one of the Exarchs in the Aspect Warrior formation (see the entry for the Aspect Warrior Warhost below).	75

BIEL-TAN CRAFTWORLD HOSTS

TYPE	FORMATION	EXTRAS	COST
Aspect Warrior Warhost	Eight aspect warrior units chosen from the following list: Dire Avengers, Striking Scorpions, Howling Banshees, Fire Dragons, Warp Spiders, Dark Reapers, Swooping Hawks, Shining Spears.	All units apart from Swooping Hawks and Shining Spears may be transported in Wave Serpents and/or Falcons if desired. If you choose to take this option then you must take exactly enough transport vehicles to carry the units that require transport, without any spare transport spaces being ‘left over’. For example, if six units required transport, you could take three Wave Serpents, or six Falcons, or one Wave Serpent and four Falcons, or any combination of vehicle that had six transport spaces between them. Each Wave Serpent taken costs +50 points. Each Falcon costs +65 points. In addition the formation may include up to 2 Exarch character upgrades for +25 points each.	300
Eldar Guardian Warhost	An Eldar Guardian Warhost consists of one Farseer unit and seven Guardian units.	Up to three Guardians may be replaced with Heavy Weapon Platforms at no additional cost in points. In addition the formation may include: 3 Support Weapon Platforms for +50 points 3 Wraithguard units for +150 points 3 Wraithlords for +175 points Alternatively, the formation may be mounted in four Wave Serpents for +200 points. If this option is taken then the formation is not allowed to take any other upgrades.	150

BIEL-TAN CRAFTWORLD TROUPES

FORMATION	NOTES	COST
The army may include up to three troupes chosen from the following list for each Aspect Warrior or Guardian Warhost included in the army.	Ranger Troupe: From four to eight Eldar Rangers for +25 points each. War Walker Troupe: Six Eldar War Walkers for 200 points Windrider Troupe: Six Jetbikes for 200 points. Any number of Jetbikes may be replaced with Vypers at no additional cost. Falcon Troupe: Five Eldar Falcons for 250 points. Up to two Falcons may be replaced with Firestorms at no additional cost. Fire Prism Troupe: Three Eldar Fire Prisms for 250 points. Night Spinner Troupe: Three Eldar Night Spinners for 175 points. Engine of Vault Troupe: Up to three Scorpion, Cobra, Storm Serpent or Voidspinner (or any combination of these) for 250 points each.	Varies

BIEL-TAN CRAFTWORLD SPACECRAFT, AIRCRAFT & TITANS

FORMATION	NOTES	COST
Up to a third of the armies points may be spent on units chosen from the following list.	0-1 Eldar spacecraft: One Wraithship for 150 points, or one Dragonship for 300 points 0-1 Warlock Titan: One Warlock Titan for 850 points Phantom Titan: One Phantom Titan for 750 points each Revenant Titans: Two Revenant Titans for 650 points Nightwings: Three Nightwing Interceptors for 300 points Phoenix Bombers: Three Phoenix Bombers for 400 points Vampire: One Vampire Raider for 200 points	Varies

BARAN SIEGEMASTERS

"We've been 'claiming' this damned planet for the Imperium all of my life, and all of my father and grandfathers lives before that. I just wish someone would get round to telling those damned Orks to get off our damned land!"

– Anon

The following army list allows you to field an Imperial Guard army that is based on a Siege regiment of the type typified by the Baran Siegemasters. It can also be used as a 'stand in' army list for other Imperial Guard Siege regiments, other kinds of static defence regiment, as well as being an excellent army list to use to represent the planetary defence forces fielded by Imperial Governors all across the Imperium.

Siege regiment formations come in two types: companies and support formations. Each company you include in the army allows you to field any two support formations, plus one set of Fortified Positions. Although you can only take support formations if you first take a company, they are treated as separate independent formations during a battle and do not have to move around together.

In addition companies may be given up to three company upgrades. A company can only take each type of upgrade once. Each upgrade that is taken adds to the cost of the company, as shown on the upgrade chart. Support formations may not be given company upgrades.

Up to a quarter of the points available to the army may be spent on Imperial Navy aircraft formations. Titan Legion formations may not be used as part of a Siege Regiment army (Titans are not used in a static defence role except under extraordinary circumstances).



SPECIAL RULE Commissars

A Baran Siegemasters army may include 2D6 Commissar characters. The Commissars do not cost any points. If the dice roll exceeds the number of Commissar units that a player has available then any excess are lost.

Roll to see how many Commissar units a player may add to their army at the start of the battle before either side sets up. If the army includes a Supreme Commander then the first Commissar must be attached to the Supreme Commander's formation. Any further Commissars may be attached to any other formations. You may not include more than one Commissar per formation. If you have more Commissars than formations then any excess are lost.

SPECIAL RULE Fortified Positions

A Siege Regiment army regiment is allowed to purchase one set of fortified positions for its troops to occupy for each Regimental HQ or Infantry company included in the army.

Fortified positions must be set up after Objectives, but before Spacecraft and Garrisons are deployed. They may be set up anywhere a vehicle may deploy in the Siegemasters half of the table. You may split up a set of fortified positions as desired, as long as the rules for formation coherence are adhered to. For example, you could split up trenches into several lines, as long as there are 5cm 'links' between the different parts of the position. Fortified positions count as having a move of zero, and may 'garrison' (eg, they can be set up in positions that garrison units can be set up in). It goes without saying that they may not be transported, and any players that were considering transporting them onto the table should be deeply ashamed of themselves!

Once set up fortified positions may be used by any unit, not just the units they were purchased for. They may be captured and used by enemy units too.

SPECIAL RULE Regimental HQs

When playing Grand Tournament games, a Siegemaster army must include a Regimental HQ. The enemy count as having achieved the 'Break Their Spirit' victory condition by destroying this formation or by destroying the most expensive formation in the army (see 6.1.7 in the Epic: Armageddon rulebook).

BARAN SIEGEMASTERS ARMY LIST

Baran Siegemaster armies have a Strategy rating of 1. Baran Siegemaster formations and Imperial Navy aircraft formations have an Initiative rating of 2+.

SIEGE REGIMENT COMPANIES

COMPANY TYPE	UNITS	COST
1 Siegemaster Regimental HQ	One Supreme Command unit, plus nine Siege Infantry units	150 points
Siegemaster Infantry Company	Imperial Guard Command unit plus nine Siege Infantry units	125 points

SIEGE REGIMENT SUPPORT FORMATIONS

(Three may be taken per Siegemaster Regimental HQ or Infantry Company)

UPGRADE	UNITS	COST
Siege Infantry Platoon	Six Siege Infantry units	75 points
Rapier Platoon	Three Rapiers	75 points
Thudd Gun Platoon	Three Thudd guns	75 points
Hellhound Squadron	Three Hellhounds	150 points
Griffon Battery	Three Griffons	100 points
Snipers	Two Snipers	50 points

SIEGE REGIMENT SUPPORT FORMATION

(Two may be taken per Siegemaster Regimental HQ or Infantry Company)

FORMATION	UNITS	COST
Siege Regiment	Nine Götterdämmerung Howitzers, plus nine Bruennhilde transporters <i>or</i> nine gun emplacements	450 points
Artillery Company	Bruennhilde transporters <i>or</i> three gun emplacements	150 points
Rough Rider Platoon	Six Rough Rider units	150 points
Light Tank Platoon	Six Siegfried light tanks	300 points
Heavy Tank Platoon	Six Ragnarok heavy tanks	150 points
Siege Regiment Artillery Battery	Three Götterdämmerung Howitzers, plus three Bruennhilde transporters <i>or</i> three gun emplacements	125 points
Siege Regiment AA Battery	Three Blitzen AA guns, plus three Bruennhilde transporters <i>or</i> three gun emplacements	200 points
Super-Heavy Tank Platoon	One Baneblade <i>or</i> Shadowsword	250 points
Bombard Battery	Three Bombards	200 points
0-1 Deathstrike Missile Battery	Two Deathstrike missile launchers	250 points
0-1 Sapper Platoon	Eight Sapper units. The units may be split up and added to one or more Infantry Companies in the army, or fielded as a single formation in their own right.	

SIEGE REGIMENT FORTIFIED POSITIONS

(One may be taken per Siegemaster Regimental HQ or Infantry company)

Fortified Positions	Up to 500mm of trenches and 500mm of razor wire, plus up to 6 gun emplacements or bunkers.	100 points
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IMPERIAL NAVY AIRCRAFT

(Up to a quarter of the army's points may be spent on Aircraft)

FORMATION	POINTS COST
Two Thunderbolt Fighters	150 points
Two Marauder Bombers	300 points

WARLORD SNAGGA SNAGGA'S FERAL ORK HORDE

"Some says we'z Feral, nomadz they calls uz. I just say we'z always marching, konkering we iz..."

Warlord Snagga Snagga

Feral Orks are known from across the galaxy, for the most part forming small tribes and causing an occasional nuisance to colonies nearby. What set Snagga-snagga's horde apart were two things – the size of his horde, and the size of the things in his horde!

When the Eldar of Biel-Tan invaded Baran and began to scour it clean of Orks, many tribes fled, their warlords slain by the Eldar, or else panicked by their sudden defeat. Ork battled Ork as tribes lost their stamping grounds and tried to steal them from their neighbours. In the midst of this, Snagga-snagga proved his might and united the tribes into a great Feral Waaagh! that, for a while at least, gave both the Eldar and the Baran Siegemasters a good run for their money.

Where most Feral Orks fear technology, Snagga-snagga always saw it as another way to impress his boyz, prove his might and beat his rivals. Because of this Snagga-snagga was soon attended by many ambitious Boilerboyz, delighted at last to serve a warlord who wouldn't cast them out of the tribe for their 'tinkering'. Two of the most ambitious, Wurzburg and Durrboz, became great rivals vying for his attention, and to prove their worth each built for him the greatest construction they could muster. What emerged were Bigga & Bigga, the first of the Steam Gargants.

Not to be outdone, the Pigdoks quickly produced their own engine of destruction with which to wow Snagga-snagga. Convinced that teknlology never quite works, and trusting the good old worth of flesh and blood, the Pigdoks raised



SPECIAL RULE Warlord

Every Ork army must include a Supreme Command character called a Warlord. The Warlord character is free, you don't have to pay any points for it. The Warlord will join the formation with the most units in the army. War Engines count their starting Damage Capacity towards the formation size. If there is a tie you may choose which warband the Warlord will join.

Orkeosaurus that are part of a warband may only transport units from their own formation.

Feral Ork armies are allowed to field a Trappa formation. This formation represents Ork Wildboyz using their skills to scout ahead of the main army. Because of this all units in the formation count as being Scouts.

the colossal Squiggoths, grown large from fungus raised in soil, unbeknownst to the Orks, once tended to by the Eldar Exodites and still possessing much of their mystical vitality.

So it was that as Snagga-snagga set out to prove himself Warlord of Baran, he took with him an army quite unlike any seen before.

FO1.2.2 How To Use The Army List

Unlike the very rigid formations used by the Imperium, Ork formations vary widely in both size and composition. The rules for creating Ork formations reflect this. The most common type of Ork formation is the warband. The different types of warband you may choose are shown on the army list below.

The army list includes the following information:

Type: The name of the formation.

Core Units: The units that make up the formation. An Ork player can choose to double or triple the number of units in the formation if he wishes. A formation with double the normal number of units is called a big formation, and a formation with three times the normal number of units is called a 'uge formation.

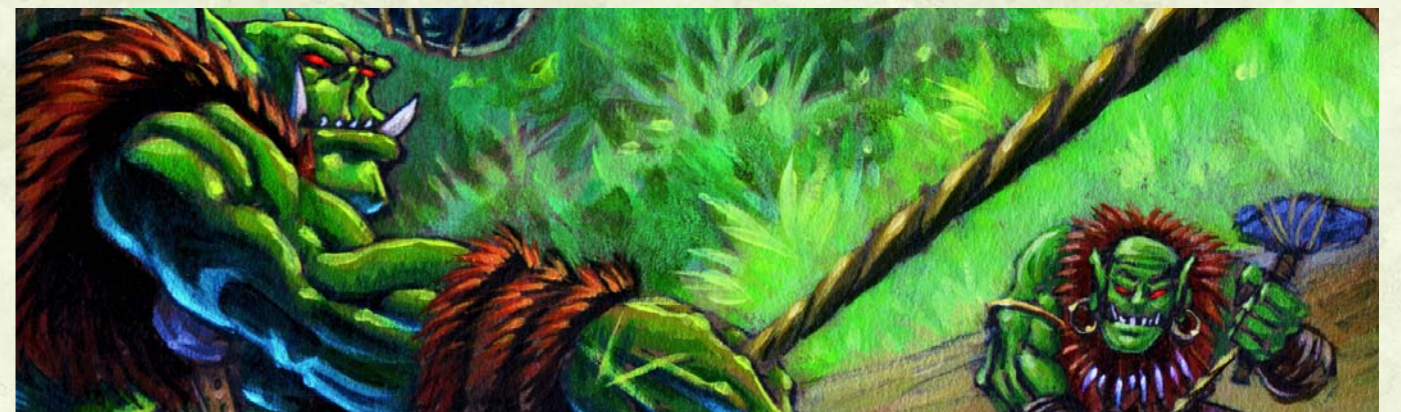
Cost: Most Ork formations have three values. The first value is the cost for the basic formation, the second is its cost if it is a big formation, and the third value is its cost if it is a 'uge formation. If the formation only has one cost then it may not be increased in size.

Extra Units: An Ork formation may include any of the extra units listed in the 'Extras' column. You may include any number of extra units in a formation unless it is specifically noted otherwise. If there is a limitation then the limit is doubled for a big formation and tripled for a 'uge formation.

WARLORD SNAGGA-SNAGGA'S FERAL ORK HORDE

Ork armies have a Strategy rating of 3. All Ork units have an Initiative rating of 3+, but receive modifiers depending on the action chosen when taking an action or the size of the warband when rallying (see the Power of the Waaagh and Mob Rule special rules in the forces section).

TYPE	CORE UNITS	COST PER FORMATION			EXTRAS
		NORMAL	BIG	'UGE	
Warband	Two Nobz and six Ork Boyz and two Grotz	200	350	500	Any number of the following for +25 points each: Boyz (+ an optional free Grot per Boy unit taken), two Wildboyz (note: you get two Wildboyz units for 25 points), Squig Katapult, Boarboyz Up to one Nob for +35 points Any number of Squiggoths for +50 points each Up to one Wyrdboy character for +50 points Up to one Orkeosaurus for +150 points
Wildboyz	Two Nobz, Six Wildboyz	150	250	350	Any number of the following for +25 points each: two Wildboyz (note: you get two Wildboyz units for 25 points), Squig Katapult, Boarboyz Up to one Nob for +35 points Any number of Squiggoths for +50 points each Up to one Wyrdboy character for +50 points Up to one Orkeosaurus for +150 points
Boarboyz Horde	Five Boarboyz	100	175	250	Any number of the following for +25 points each: Boarboyz Up to one Wyrdboy character for +50 points
Trappas	Six Wildboyz	150	n/a	n/a	Up to one Nob for +35 points Note: All units in a Trappa formation count as having the Scout ability
0-1 Madboyz Horde	Six Madboyz	100	n/a	n/a	Up to six extra Madboyz for +15 points each. Up to three Wyrdboy character for +50 points
Junka Brigade	Six Junkatrukks and six Ork Boyz	150	250	350	Any number of the following for +25 points each: Junkatruk and one Ork Boyz unit Up to one Junkatruk and one Ork Nob for +35 points Up to one Wyrdboy character for +50 points
0-1 Steam Gargant	One Steam Gargant	200	350	500	None



COLLECTOR'S MODELS

This section of the Swordwind supplement provides details for the older 'classic' Citadel Miniatures produced for earlier versions of the Epic rules. Games Workshop has been making Epic scale Eldar models since the late 1980s, and many of the earlier versions are now prized collectors pieces. The following rules and guidelines explain how you can use these models with the current rules, rather than just leaving them to gather dust on a shelf!

Eldar Schools of Design

Many of the classic Eldar models are simply different designs for Eldar vehicles that are still in the current range of models. For example, there have been two designs of Epic Falcon, both of which are different to the Falcon model made for Warhammer 40,000. In Imperial or Space Marine armies, different designs tend to represent different 'marks' of the same vehicle, and usually the later marks will have been improved, upgraded or changed in some way or another.

The Eldar, on the other hand, don't really produce vehicles that have a modified function. Instead the different vehicles represent different aesthetic designs for a vehicle, all of which perform on the battlefield more or less identically. To put this another way, although the appearance changes, the characteristics and weaponry for the vehicle stays the same.

Aesthetic considerations like this are an extremely important aspect (no pun intended!) of Eldar culture. Decades can be spent discussing the different styles of design for a vehicle, Titan or spaceship. At any one time, on any one craftworld, one style of design (generally referred to as a 'school' of design) will dominate. However, on another craftworld a different school of design may hold sway, while on any one

Eldar Titan Weapon List

Some classic Eldar Titan models are armed with weapons that are not covered by the entry in the Biel-Tan army list. You can either count these weapons as Eldar Titan Pulsars, or in non-tournament scenario games you may use the following weapon characteristics instead.

Weapon	Range	Firepower
Fusion Lance or Heat Lance	60cm	MW2+ Titan Killer (5 -1 per 15cm range to target)
Titan D-Cannon	45cm	D3+1BPs Ignore Cover, Macro-weapon, Titan Killer (D6)
Tremor Cannon	75cm	MW3+ Disrupt, Pulse



craftworld the school of design that dominates will change and evolve over time. Sometimes an old school will be revived, or several competing schools of design may compete to prove that their aesthetic vision is the greater.

The effect of this in game terms is to mean that any and all of the classic models may be used to represent units from Eldar army lists that bear the same name. There is no need to modify or change the unit's characteristics, as although the school of design may be different for the two models, the function and therefore the game characteristics will be the same.

In the past, this practise has led to Imperial scholars giving different names to Eldar vehicles when in fact they were simply from a different school of design. Here is a list of classic models that were wrongly identified in earlier Epic rulebooks:

Classic Name	Correct Name
Death Stalker	Fire Prism
Doom Weaver	Night Spinner
Tempest	Scorpion
Warp Hunter	Cobra

Classic Eldar Unit Datasheets

Several classic Eldar models are not included in the Biel-Tan army list. In tournament games you may use these models by 'counting them as' a unit that is included in the army list; the chart below includes our own recommendations as to what each model should count as. In non-tournament games you may instead use the unit characteristics listed below for the units.

Name	Counts As	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Bright Stallion	Fire Prism	AV	30cm	5+	4+	5+	Stallion Laser Hooves	45cm (base)	MW4+, Pulse Extra Attacks (+1)	Reinforced Armour, Walker
Fire Gale	Firestorm	AV	15cm	5+	5+	4+	Fire Lance	30cm	MW4+, Titan Killer (3 -1 per 15cm range to target)	Reinforced Armour, Walker
Towering Destroyer	Revenant	AV	15cm	5+	4+	4+	Destroyer Laser Destroyer Cannon Assault Weapons	45cm 30cm (15cm)	AT4+, Pulse AP4+, Pulse Assault Weapon, Extra Attacks (+1) or Small Arms, Extra Attacks (+1)	Reinforced Armour, Walker
Exarch stand	Swooping Hawks w/ Exarch	INF	30cm	5+	4+	4+	Exarch Weapons	(15cm)	Assault Weapon, Extra Attacks (+2) OR Small Arms, Extra Attacks (+2)	Jump Packs
Harlequins	Howling Banshees	INF	15cm	5+	4+	4+	Harlequin Weapons	(15cm)	Assault Wpn, 1st Strike, Extra Attacks (+1) OR Small Arms, MW, Extra Attacks (+1)	
Lascannon Heavy Weapon Platform	Heavy Weapon Platform	INF	15cm	None	6+	5+	Bright Lance	30cm	AT5+, Lance	
Vibro-Cannon Support Weapon Platform	Support Weapon Platform	INF	15cm	None	6+	5+	Vibro-cannon	30cm	AP4+, Disrupt	
Warlock stand	Farseer	INF	15cm	4+	4+	5+	Witch Blades	(base)	MW, Extra Attacks (+1)	Inv' Save

