

Craftworld Eldar

Warlord

Armour 5 (5)

Can be either a Wizard or a Warrior (Must Choose)

Autarch/Exarch: Aggression 8.

Farseer: Aggression 4. Make a Choice before casting a spell. Either re-roll a single Magic Dice OR Invert One Dice when rolling on the Abuse of Power Table. (1 becomes a 6. 2 becomes a 5, 3 becomes a 4 and so on).

Hearth Guard: Aspect Warriors.

With the Following Changes:

Armour 5 (5)

Must Choose One Weapon.

Close Combat (Howling Banshee's/Striking Scorpions): Aggression 3 (0)

Ranged (Death Reapers/Fire Dragons): Aggression 2 (3) but Reduces Armour to 5 (4).
WEAPON: Range L.

Jump Troops (Warp Spider/Swooping Hawks): Aggression 2 (2) but Reduces Armour to 4 (4).

WEAPON: Range M.

Jump: May take a Fatigue to make a Range L Move. This Cannot end within M of an enemy unit and does not count as an activation.

Warriors: Dire Avengers

WEAPON: Range L.

Levy: Guardians

Armour 3 (3) – Aggression ½ (½)

WEAPON: Range L.

ELDAR SPECIAL RULE

Mobile Weapon Platforms.

Warriors may Discard Two Miniatures before the Game to Gain a Weapon Platform. **Levy** May Discard Four Warriors to Gain a Weapon Platform. A Platform does not count as a miniature for any special rules and is always removed with the last squad member. A unit takes a casualty in an assault will automatically ignore the first casualty and instead remove the platform.

They have the Following Profile.

Aggression 0 (3)

Range: L

BATTLEBOARD

The Eldar Focus Their Combined Psychic Might to Guide their Aim and Clear their Vision

Battle Focus (1-3 or 4-5)
Shooting

Add Two Attack Dice. If the Unit is Hearthguard or has a Weapon Platform add 4 Dice.

The Eldar are Swift and Careful Runners and can Cover Great Distances with Ease and Speed

Fleet of Foot (1-3, 4-5 or 6)
Activation

Choose a Unit (Two is a 6 was used) and make a range M Move. This can be used even if exhausted and does not generate fatigue or count as an activation. This Move Ignores All Rough Terrain Movement Penalties.

The Vision of the Eldar is Keen and Woe Betide Those Who Attempt to Surprise Them

Sharp Eyes (1-3 or 4-5)
Activation

Choose a Friendly Unit. Each Enemy Unit within S of the Unit must Roll a D6. If the roll is higher than their armour they suffer a casualty.

The Fate of All is Written and the Fate of these Enemy Troops has been Read

Precognition (6+6)
Orders

Choose an enemy unit. Until the Start of Your Next Turn all Defence Dice Which Cancel a Hit must be Re-Rolled. The Target Unit Also Gains Two Fatigue.

Pursue the Tired Enemy and Conquer Your Own Exhaustion, That is the Path to Victory

Sustained Attack (4-5)

Melee, Shooting or Shooting/Reaction

Gain Two Attack Dice for Each of the Enemy Unit's Fatigues.

Gain Two Defence Dice for Each of Your Unit's Fatigues.

With Great Strain the Psychic Might of Many Eldar May be Channelled into a Single Source who can Gain Even Greater, if Temporary Power.

Combined Efforts (4-5 or 6)

Activation

Choose up to Three of your Non-Exhausted Units. Each Gains a Fatigue.

Roll as Many SAGA Dice as Units Selected and Add them to Your Combat Pool or Instead Add that Many Dice to Your Magic Pool.

With Enough Concentration Psychic Energy Can Guide A Foe's Weapon Away
Concentration

Psychic Shield (1-3 or 4-5)

Melee

Discard Attack or Defence Dice Equal to Your Current Armour to Increase Your Armour by One.

The Mightiest of Eldar Warriors Follow an Aspect Path and to Them War is a True Art Form

Path of the Aspect Warrior (1-3 and 1-3)

Melee or Shooting or Reaction

Choose a Unit of Hearthguard.

If the Unit is Equipped for Close Combat Gain One Defence Dice and One Attack Dice per Miniature in the Unit.

If the Unit is Equipped for Ranged Combat Gain One Attack Dice per Miniature in the Unit and Inflict One Fatigue on the Target Unit.

If the Unit is Equipped for Jump Combat Immediately Interrupt your Opponents Turn and Make a Range M Move.

After Resolving the Effects Gain One Fatigue.

With Their Race Nearing Total Extinction and Their Souls to be Devoured by Slaneesh Upon Death Survival is of Utmost Importance to All Eldar

Survival is Paramount (4-5 or 6)

Melee

If you Have More Attack Dice than Defence Dice then Add One to All Your Defence Rolls.

If a 6 is Used you may Also Re-Roll 1's and 2's When Attacking.

Many an Enemy has Felt their limbs Grow Tired and Muscles Ache as they Attempted to Strike an Eldar Warrior.

Psychic Attacks (4-5+6)

Melee

Place a Fatigue on the Enemy Unit. If You Used a 6 Place a Second Fatigue on an Enemy Unit Within M.

In the Future The Different Aspects will have their Own Rules but for Now they're Hearthguard Wraith Guard/Knights can be Creatures and Everything Else Already Has a SAGA Profile.

Special Unit

Rangers – 1 Point (Warriors)

Armour 3 (3)

Aggression 1/2 (1/2)

Sniper, Concealment, Loyal.

Sniper Rifle

SNIPER: Snipers may fire at 24 Inch Range as normal but the target counts as being in one level better cover than they actually are at all ranges over L. Instead the Snipers can make a special snipe attack at range L. Roll dice as usual (no bonus's of any kind can be used but fatigue may be used as normal) and for each 6 rolled reduce the target unit's armour by 1 (1) for the remainder of the turn.

CONCEALMENT: This unit always counts as being in cover one level above what it is actually in.