

ELDAR BIEL-TAN ARMY LIST

Biel-Tan Individuals & Hosts

FORMATION	UNITS	EXTRAS	POINTS
0-1 Avatar	1 Avatar		Free
0-1 Wraithgate	1 Wraithgate		50
0-1 Autarch	1 Autarch		75
Aspect Warrior Warhost	8 Aspect Warriors chosen from the following:	0-2 Exarchs for +25 points each Units apart from Swooping Hawks and Shining Spears may be transported in Wave Serpents and/or Falcons. Each Wave Serpent taken costs +50 points, and each Falcon taken costs +65 points. See datasheet for special rules	300
Guardian Warhost	1 Farseer, 7 Guardians Up to 3 Guardians may be replaced with Heavy Weapon Platforms at no additional cost	4 Wave Serpents for +200 OR 3 Wraithlords for +175 points 3 Wraithguard units for +150 points 3 Support Weapon Platforms for +50 points	150

Biel-Tan Troupes

Up to 3 Troupes may be taken for each Warhost included in the army

FORMATION	UNITS	POINTS
Ranger Troupe	4-8 Rangers	25 each
Fire Prism Troupe	3 Fire Prisms	250
War Walker Troupe	6 War Walkers	200
Night Spinner Troupe	3 Night Spinners	175
Falcon Troupe	5 Falcons (up to two Falcons may be replaced with Firestorms at no additional cost)	250
Windrider Troupe	6 Jetbikes (any number of Jetbikes may be replaced with Vypers at no additional cost)	200
Engine Of Vaul Troupe	Up to 3 Scorpion, Cobra, Storm Serpent or Voidspinner (any combination)	250 each

Biel-Tan Spacecraft, Aircraft & Titans

Up to a third of the armies points may be spent on formations from the following list

FORMATION	UNITS	POINTS
0-1 Eldar Spacecraft	1 Wraithship (150 points) or 1 Dragonship (300 points)	Varies
0-1 Warlock Titan	1 Warlock Titan	850
Phantom Titan	1 Phantom Titan	750
Revenants	2 Revnant Titans	650
Night Wing	3 Nightwing Interceptors	300
Phoenix Bomber	3 Phoenix Bombers	400
Vampire	1 Vampire Raider	200

ELDAR BIEL-TAN CRAFTWORLD REFERENCE SHEET (swordwind)

NAME	TYPE	SPEED	ARMOUR	STRATEGY RATING	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Avatar	WE	15cm	3+	4	2+	4+	Wailing Doom And Court Of The Young King	30cm base contact base contact base contact	MW5+ Assault wpn, MW, +1A Assault wpn, MW, +1A Assault wpn, MW, +1A	Commander, Inspiring, Fearless, Invulnerable Save, Walker, DC3, Crit = See datasheet
Autarch	CH	n/a	n/a	n/a	n/a	n/a	Autarch Close Combat Weapon Autarch Ranged Weapon	15cm	Small Arms, +1A	Inspiring, Invulnerable Save, Supreme Commander
Farseer & Warlock Bodyguard	INF	15cm	4+	5+	4+	5+	Shuriken Pistols Witch Blades	15cm base contact	Small Arms Assault wpn, MW, +1A	Commander, Invulnerable Save, Foresight
Guardians	INF	15cm	none	4+	6+	4+	Shuriken Catapults	15cm	Small Arms	
Heavy Weapon Platform	INF	15cm	none	5+	6+	5+	Scatter Laser	30cm	APS+/AT5+	
Support Weapon Platform	INF	15cm	none	6+	6+	6+	D-Cannon	30cm	MW5+	
Jerbikes	INF	35cm	4+	4+	6+	4+	Shuriken Catapults	15cm	Small Arms	Skimmer, mounted
Wraithguard	INF	15cm	4+	4+	4+	4+	Wraithcannons And	15cm 15cm	2 x MW5+ Small Arms, MW, +1A	Fearless, Reinforced Armour
Exarch	CH	n/a	n/a	n/a	n/a	n/a	Exarch Close Combat Weapon OR Exarch Ranged Weapon	base contact 15cm	Assault wpn, +1A Small Arms, +1A	Inspiring, see datasheet for which weapon
Warp Spiders	INF	15cm	4+	4+	5+	4+	Death Spinner	15cm	Small Arms	Scouts, Jump Packs, Infiltrators, First Strike
Swooping Hawks	INF	35cm	5+	4+	5+	4+	Lasblasters	15cm	Small Arms	Scouts, Jump Packs, Teleport
Striking Scorpions	INF	15cm	4+	5+	4+	5+	Shuriken Pistols Mandiblasters	15cm base contact	Small Arms Assault wpn, +1A	
Howling Banshees	INF	15cm	5+	3+	3+	5+	Shuriken Pistols Banshee Masks	15cm base contact	Small Arms Assault wpn, First Strike	
Fire Dragons	INF	15cm	5+	5+	5+	4+	Fusion Guns And	15cm 15cm	MW5+ Small Arms, MW	
Dire Avengers	INF	15cm	5+	4+	5+	4+	Shuriken Catapults	15cm	Small Arms, +1A	
Shining Spears	INF	35cm	4+	5+	4+	5+	Power Lances	base contact	Assault wpn, Lance	Skimmers, Mounted
Dark Reapers	INF	15cm	5+	6+	6+	3+	Reaper Missile Launchers	45cm	2 x AP5+	
Rangers	INF	15cm	5+	6+	6+	5+	Shuriken Pistols	15cm	Small Arms	Scouts, Snipers
Vyper Jetbikes	LV	35cm	4+	6+	6+	5+	Scatter Laser	30cm	APS+/AT5+	Skimmer
War Walker	LV	20cm	6+	5+	5+	5+	Scatter Laser Bright Lance	30cm 30cm	APS+/AT5+ AT5+, Lance	Walker, Scout, Reinforced Armour

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Wraithlord	AV	15cm	4+	3+	4+	Power Fists Bright Lance	base contact 30cm	Assault wpn, MW, +1A AT5+, Lance	Walker, Fearless, Reinforced Armour
Wave Serpent	AV	35cm	5+	6+	4+	Twin Shuriken Cannon	30cm	AP4+	Reinforced Armour, Skimmer, Transport (2*)
Falcon Grav Tank	AV	35cm	5+	6+	4+	Falcon Pulse Laser Scatter Laser	45cm 30cm	AT4+, Pulse APS+/AT5+	Skimmer, Transport (1)
Firestorm Grav Tank	AV	35cm	5+	6+	4+	Firestorm Battery	45cm	APS+/AT5+/AA4+, Pulse	Skimmer
Fire Prism Grav Tank	AV	35cm	5+	6+	5+	Prism Cannon	75cm	AP4+/AT4+/AA5+, Lance	Skimmer
Night Spinner Grav Tank	AV	35cm	5+	6+	5+	Night Spinner	45cm	1 BP, disrupt, indirect fire	Skimmer
Scorpion Super Heavy Grav Tank	WE	25cm	5+	6+	5+	Scorpion Twin Pulsars Shuriken Cannon	60cm 30cm	MW2+, Pulse AP5+	Skimmer, Reinforced Armour, DC 3, Crit = See datasheet
Cobra Super Heavy Grav Tank	WE	25cm	5+	6+	5+	Cobra D-Cannon Shuriken Cannon Eldar Missile Launcher	30cm 30cm 45cm	2BP, ignore cover, TK (D3+1), FXF AP5+ APS+/AT6+/AA6+	Skimmer, Reinforced Armour, DC 3, Crit = See datasheet
Void Spinner Super Heavy Grav Tank	WE	25cm	5+	6+	5+	Voidspinner Array	60cm	3 BP, disrupt, indirect fire	Skimmer, Reinforced Armour, DC 3, Crit = See datasheet
Storm Serpent Super Heavy Grav Tank	WE	25cm	5+	6+	4+	Storm Serpent Pulse Lasers Scatter Laser	45cm 30cm	AT3+, Pulse AP5+/AT5+	Skimmer, Reinforced Armour, Wraithgate webway portal, DC 3, Crit = See datasheet
Nightwing Interceptor	AC	Fighter	4+	n/a	n/a	Twin Shuriken Cannons Bright Lances	30cm 30cm	AP4+/AA5+, FXF AT4+/AA5+, Lance, FXF	Reinforced Armour
Phoenix Bomber	AC	Fighter Bomber	5+	n/a	n/a	Twin Shuriken Cannons Phoenix Pulse Laser Night Spinners	30cm 45cm 15cm	AP4+/AA5+, FXF AT4+, Pulse, FXF 1BP, disrupt, FXF	Reinforced Armour
Vampire Raider	AC/WE	Bomber	5+	6+	4+	2 x Vampire Pulse Laser Scatter Laser	45cm 30cm	AT4+, Pulse, FXF AP5+/AT5+/AA5+, FXF	Reinforced Armour, Transport (8), Planefall, DC 2, Crit = See datasheet
Revenant Scout Titan	WE	35cm	5+	4+	4+	2 x Revenant Pulse Lasers 2 x Eldar Missile launcher	45cm 45cm	MW3+, Pulse AP5+/AT6+/AA6+	Holo field, Walker, Jump Pack, Fearless, DC 3, Crit = See datasheet
Phantom Titan	WE	25cm	5+	3+	3+	2 x Twin Eldar Missile Launcher 1-2 x Eldar Pulsar 0-1 x Power Fist OR OR	45cm 75cm 30cm 15cm	AP4+/AT5+/AA5+ MW3+, Pulse, TK 6 x AP4+/AT4+ Small Arms, +3A	Holo field, Walker (step over), Reinforced Armour, Fearless, DC 6, Crit = See datasheet, May shoot all around
Warlock Titan	WE	25cm	5+	3+	3+	2 x Twin Eldar Missile Launcher 1 x Psychic Lance OR 0-1 x Titan Pulsar 0-1 x Power Fist OR OR	45cm 30cm 15cm 30cm 15cm	Assault wpn, TK (D3), +2A AP4+/AT5+/AA5+ 3BP, disrupt, ignore cover, TK (D3) Small Arms, ignore cover, TK (D3), +2A MW3+, Pulse, TK 6 x AP4+/AT4+ Small Arms, +3A	Inspiring, Commander, Holo field, Walker (step over), Reinforced Armour, Fearless, Farsight, DC 6, Crit = See datasheet
Wraithship	SC	n/a	n/a	n/a	n/a	Orbital Bombardment OR Pin-Point Attack	n/a	4BP, MW	Decide on weapon at start of battle
Dragonship	SC	n/a	n/a	n/a	n/a	Orbital Bombardment OR 2 x Pin-Point Attack	n/a	MW2+, TK (D3) 8BP, MW MW2+, TK (D3)	Transport (12), Decide on weapon at start of battle