

ULTHWE ARMY LIST V2.3

Ulthwe Individuals & Hosts

FORMATION	UNITS	EXTRAS	POINTS
0-1 Avatar	1 Avatar		Free
0-1 Wraithgate	1 Wraithgate		50
0-1 Seer Council	1 Seer Council		50
Guardian Warhost	1 Farseer, 7 Guardians	4 Wave Serpents for +200 points (see datasheet)	150
		OR	
	Up to 3 Guardians may be replaced with Heavy Weapon Platforms at no additional cost	3 Wraithlords for +175 points 3 Wraithguard units for +150 points 3 Support Weapon Platforms for +50 points	
Black Guardian Warhost	2 Farseers, 6 Guardians	4 Wave Serpents for +200 points, 0-2 may be Falcons for +75 points each (see datasheet)	200
	Up to 3 Guardians may be replaced with Heavy Weapon Platforms at no additional cost	0-3 Jetbikes or Vyper Jetbikes +50 points each OR 3 War Walkers for +100 points 3 Support Weapon Platforms for +50 points	

Ulthwe Troupes

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

FORMATION	UNITS		POINTS
Aspect Warrior Warhost	4 Aspect Warriors chosen from the following:	1 Exarch for +25 points	150
	Dire Avengers, Striking Scorpions, Howling Banshees, Fire Dragons, Warp Spiders, Dark Reapers, Swooping Hawks, Shining Spears	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)	
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 Vault Troupe	Up to 3 Scorpion, Cobra or Storm Serpent (any combination)		250 each

Ulthwe 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

ULTHWE REFERENCE SHEET v2.3

NAME	TYPE	SPEED	STRATEGY RATING	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Avatar	WE	15cm	3+	2+	4+	4+	Wailing Doom And Court Of The Young King	30cm base contact base contact	MW5+ Assault wpn, MW, +1A Assault wpn, MW, +1A	Commander, Inspiring, Fearless, Invulnerable Save, Walker, DC3, Crit = See datasheet
Seer Council	INF	15cm	4+	4+	5+	5+	Psychic Powers Witch Blades	15cm base contact	Small Arms, MW, +2A Assault wpn, MW, +2A	Reinforced Armour, Invulnerable Save, Farsight, Supreme Commander, Counts as Farseer
Farseer & Warlock Bodyguard	INF	15cm	4+	4+	5+	5+	Shuriken Pistols Witch Blades	15cm base contact	Small Arms Assault wpn, MW, +1A	Commander, Invulnerable Save, Farsight
Guardians	INF	15cm	none	6+	4+	4+	Shuriken Catapults	15cm	Small Arms	
Heavy Weapon Platform	INF	15cm	none	6+	5+	5+	Scatter Laser	30cm	AP5+/AT15+	
Support Weapon Platform	INF	15cm	none	6+	6+	6+	D-Cannon	30cm	MW5+	
Jebikes	INF	35cm	4+	6+	4+	4+	Shuriken Catapults	15cm	Small Arms	Skimmer, mounted
Wraithguard	INF	15cm	4+	4+	4+	4+	Wrathcannons 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	base contact	Assault wpn, +1A	Inspiring, see datasheet for which weapon
OR										
Warp Spiders	INF	15cm	4+	5+	4+	4+	Exarch Ranged Weapon	15cm	Small Arms, +1A	Scouts, Jump Packs, Infiltrators, First Strike
Swooping Hawks	INF	35cm	5+	5+	4+	4+	Death Spinner	15cm	Small Arms	Scouts, Jump Packs, Teleport
Striking Scorpions	INF	15cm	4+	4+	5+	5+	Lashblasters Shuriken Pistols	15cm 15cm	Small Arms Small Arms	
Howling Banshees	INF	15cm	5+	3+	5+	5+	Mandiblasters Shuriken Pistols Banshee Masks	base contact 15cm base contact	Assault wpn, +1A Small Arms Assault wpn, First Strike	
Fire Dragons	INF	15cm	5+	5+	4+	4+	Fusion Guns And	15cm 15cm	MW5+ Small Arms, MW	
Dire Avengers	INF	15cm	5+	5+	4+	4+	Shuriken Catapults	15cm	Small Arms, +1A	
Shining Spears	INF	35cm	4+	4+	5+	5+	Power Lances	base contact	Assault wpn, Lance	Skimmers, Mounted
Dark Reapers	INF	15cm	5+	6+	3+	3+	Reaper Missile Launchers	45cm	2 x AP5+	
Rangers	INF	15cm	5+	6+	5+	5+	Shuriken Pistols	15cm	Small Arms	Scouts, Snipers
Vyper Jebikes	LV	35cm	4+	6+	5+	5+	Scatter Laser	30cm	AP5+/AT15+	Skimmer
War Walker	LV	20cm	6+	5+	5+	5+	Scatter Laser Bright Lance	30cm 30cm	AP5+/AT15+ AT15+, Lance	Walker, Scout, Reinforced Armour

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NAME	TYPE	SPEED	ARMOUR	STRATEGY RATING	5+	INITIATIVE	2+	WEAPONS	RANGE	FIREPOWER	NOTES
Wraithlord	AV	15cm	4+	3+	4+	4+	4+	Power Fists Bright Lance	base contact 30cm	Assault wpn, MW, +1A AT5+, Lance	Walker, Fearless, Reinforced Armour
Wave Serpent	AV	35cm	5+	6+	6+	4+	4+	Twin Shuriken Cannon	30cm	AP4+	Reinforced Armour, Skimmer, Transport (2*)
Falcon Grav Tank	AV	35cm	5+	6+	6+	4+	4+	Falcon Pulse Laser Scatter Laser	45cm 30cm	AT4+, Pulse AP5+/AT5+	Skimmer, Transport (1)
Firestorm Grav Tank	AV	35cm	5+	6+	6+	4+	4+	Firestorm Battery	45cm	AP5+/AT5+/AA4+, Pulse	Skimmer
Fire Prism Grav Tank	AV	35cm	5+	6+	6+	5+	5+	Prism Cannon	75cm	AP4+/AT4+/AA5+, Lance	Skimmer
Night Spinner Grav Tank	AV	35cm	5+	6+	6+	5+	5+	Night Spinner	45cm	1 BP, disrupt, indirect fire	Skimmer
Scorpion Super Heavy Grav Tank	WE	25cm	5+	6+	6+	5+	5+	Scorpion Twin Pulsars	60cm	MW2+, Pulse	Skimmer, Reinforced Armour, DC 3, Crit = See datasheet
Cobra Super Heavy Grav Tank	WE	25cm	5+	6+	6+	5+	5+	Shuriken Cannon Cobra D-Cannon	30cm 30cm	AP5+ 2BP, ignore cover, TK (D3+1), FXF	Skimmer, Reinforced Armour, DC 3, Crit = See datasheet
Storm Serpent Super Heavy Grav Tank	WE	25cm	5+	6+	6+	4+	4+	Shuriken Cannon Eldar Missile Launcher Storm Serpent Pulse Lasers	30cm 45cm 30cm	AP5+ AT3+, Pulse AP5+/AT5+	Skimmer, Reinforced Armour, Wraithgate webway portal, DC 3, Crit = See datasheet
Nightwing Interceptor	AC	Fighter	4+	n/a	n/a	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	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/AWE	Bomber	5+	6+	6+	4+	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+	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+	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+	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 75cm 30cm 15cm	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	n/a	n/a	Orbital Bombardment OR	n/a	Assault wpn, TK (D3), +2A 4BP, MW	Decide on weapon at start of battle
Dragonship	SC	n/a	n/a	n/a	n/a	n/a	n/a	Pin-Point Attack Orbital Bombardment OR 2 x Pin-Point Attack	n/a n/a n/a	MW2+, TK (D3) 8BP, MW MW2+, TK (D3)	Transport (12), Decide on weapon at start of battle