

KILL TEAM ELDAR

Codex: Eldar

This team list uses the special rules and wargear found in Codex: Eldar. If a rule differs from the Codex, it will be clearly stated.

Exarch Powers

When an Exarch takes an Exarch Power, all models of his 'Aspect' automatically count as being within his unit in respect to this power. For example, if an Exarch takes the Stalker Exarch Power all Striking Scorpions in your Kill Team gain the Move Through Cover special rule.

Model Availability

You must follow the following model requirements when building your Kill Team:

- 1 Team Leader model
- 1-25 Core models
- 0-5 Special models



TEAM LEADERS

Warlock

35 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	2	4	1	9	-

Wargear:

- Rune Armour
- Shuriken Pistol
- Witchblade

Special Rules:

- Inspiring Presence
- Fleet
- Spiritseers
- Psyker (Mastery Level 1)
- Wraithguide*

Wraithguide:

In a Kill Team lead by a Warlock, Wraithguard may be taken as Core.

Psychic Powers:

Before the battle the Warlock may choose a single Psychic Power from the following list:

- Doom (C:Eldar)
- Eldritch Storm (C:Eldar)
- Fortune (C:Eldar)
- Guide (C:Eldar)
- Prescience (Divination)
- Psychic Shriek (Telepathy)

Options:

- May replace Witchblade with:
 - Singing Spear 3 pts
- May take any of the following:
 - Plasma Grenade 2 pts
 - Melta Bomb 5 pts
 - Spiritseer 6 pts
 - Eldar Jetbike 20 pts
- *May take wargear from the Eldar armoury including Leader and Warlock only items.*



Exarch

Points Varies

WS	BS	S	T	W	I	A	Ld	Sv
5	5	3	3	2	6	2	9	3+

Wargear:

- Varies*

Special Rules:

- Inspiring Presence

Options:

- May take any of the following:
 - Plasma Grenade 2 pts
 - Melta Bomb 5 pts
- May take wargear from the Eldar armoury including Exarch and Leader only items.



Path of the Warrior:

The Exarch must permanently choose one Aspect from this page, gaining the wargear and special rules of that Aspect. Additionally, the respective aspect warrior Special choice may be taken as Core.

Aspect – Dire Avenger (24 pts):

Gains an Avenger Shuriken Catapult and the Fleet special rule.

- May replace Avenger Shuriken Catapult with:
 - Two Shuriken Catapults (see pg64 of C:E) 5 pts
 - Diresword and Shuriken Pistol 10 pts
 - Power Weapon and Shimmershield 15 pts
- May take any of the following:
 - Defend 15 pts
 - Bladestorm 15 pts

Aspect – Striking Scorpion (28 pts):

Gains a Shuriken Catapult, Scorpion Chainsword, Mandiblasters, and a Plasma Grenade.

- May replace Shuriken Pistol with:
 - Scorpion's Claw 15 pts
- May replace Chainsword with:
 - Biting Blade 5 pts
- May replace both Shuriken Pistol and Chainsword with:
 - Chainsabres 5 pts
- May take any of the following:
 - Stalker 5 pts
 - Shadowstrike 20 pts

Aspect – Fire Dragon (28 pts):

Gains a Fusion Gun, Melta Bomb and the Fleet special rule.

- May replace Fusion Gun with:
 - Dragon's Breath Flamer Free
 - Firepike 8 pts
- May take any of the following:
 - Crack Shot 5 pts
 - Tank Hunters 15 pts

Aspect – Howling Banshee (28 pts):

Gains a Banshee Mask, Shuriken Pistol, Power Weapon and the Fleet special rule.

- May replace Power Weapon with:
 - Triskele 5 pts
 - Executioner 10 pts
- May replace both Shuriken Pistol and Power Weapon with:
 - Mirrorswords 10 pts
- May take any of the following:
 - War Shout 5 pts
 - Acrobatic 5 pts

Aspect – Shining Spear (47 pts):

Gains an Eldar Jetbike (with Twin-linked Shuriken Catapult) and a Laser Lance.

- May replace Twin-linked Shuriken Catapult with:
 - Shuriken Cannon 15 pts
- May replace Laser Lance with:
 - Power Weapon Free
 - Star Lance 15 pts
- May take any of the following:
 - Skilled Rider 10 pts
 - Withdraw 25 pts

Aspect – Warp Spider (34 pts):

Gains a Death Spinner, Warp Jump Generator and the Jump Infantry unit type.

- May replace Death Spinner with:
 - Two Death Spinners (see pg65) 5 pts
 - Spinneret Rifle 5 pts
- May take the following:
 - Powerblades 10 pts
- May take any of the following:
 - Surprise Assault 10 pts
 - Withdraw 15 pts

Aspect – Swooping Hawk (33 pts):

Gains a Lasblaster, Plasma Grenade, Haywire Grenade, Swooping Hawk Wings and Grenade Pack, the Fleet special rule and the Jump Infantry unit type.

- May replace Lasblaster with:
 - Hawk's Talon 10 pts
 - Sunrifle 15 pts
- May take the following:
 - Power Weapon 10 pts
- May take any of the following:
 - Intercept 5 pts
 - Skyleap 15 pts

Aspect – Dark Reaper (47 pts):

Gains a Reaper Launcher.

- May replace Reaper Launcher with:
 - Shuriken Cannon Free
 - Eldar Missile Launcher 10 pts
 - Tempest Launcher 20 pts
- May take any of the following:
 - Crack Shot 10 pts
 - Fast Shot 20 pts

CORE

Dire Avenger

12 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	1	5	1	9	4+

Wargear:

- Avenger Shuriken Catapult

Special Rules:

- Fleet

Guardian

8 points

WS	BS	S	T	W	I	A	Ld	Sv
3	3	3	3	1	4	1	8	5+

Wargear:

- Shuriken Catapult

Special Rules:

- Fleet

Storm Guardian

8 points

WS	BS	S	T	W	I	A	Ld	Sv
3	3	3	3	1	4	1	8	5+

Options:

- For every 5 Storm Guardians in your team, one model may replace both its weapons with:
 - Flamer 6 pts
 - Fusion Gun 6 pts

Wargear:

- Shuriken Pistol
- Close Combat Weapon

Special Rules:

- Fleet

Ranger

19 points

WS	BS	S	T	W	I	A	Ld	Sv
3	4	3	3	1	4	1	8	5+

Options:

- May be upgraded to a Pathfinder for 5 pts.

Wargear:

- Ranger Long Rifle
- Shuriken Pistol

Special Rules:

- Fleet
- Masters of Stealth
- Pathfinders

Weapon Platform

25 points

You may take one Weapon Platform for every five Core models you take in your Kill Team.

Guardian:

WS	BS	S	T	W	I	A	Ld	Sv
3	3	3	3	1	4	1	8	5+

Weapon Platform:

WS	BS	S	T	W	I	A	Ld	Sv
-	-	-	7	2	-	-	-	3+

Options:

- May replace Shuriken Cannon with:
 - Shadow Weaver 5 pts
 - Scatter Laser 10 pts
 - Eldar Missile Launcher 15 pts
 - Starcannon 20 pts
 - Vibro Cannon 25 pts
 - D-cannon 25 pts
 - Bright Lance 25 pts

Wargear (Guardian):

- Shuriken Catapult

Unit Type: Artillery**Replacement Crew:** 8 pts**Wargear****(Weapon Platform):**

- Shuriken Cannon

Special Rules (All):

- Squad (1 Weapon Platform and 2 Guardians)
- Fleet
- Non-Learning

Guardian Jetbike

22 points

WS	BS	S	T	W	I	A	Ld	Sv
3	3	3	4	1	4	1	8	3+

Unit Type: Eldar Jetbike**Wargear:**

- Eldar Jetbike (with Twin-linked Shuriken Catapult)

Special Rules:

- None

Options:

- For every 3 Guardian Jetbikes in your team, one model may replace its Twin-linked Shuriken Catapult with:
 - Shuriken Cannon 10 pts

SPECIAL**Striking Scorpion**

16 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	1	5	1	9	3+

Wargear:

- Shuriken Pistol
- Scorpion Chainsword
- Mandiblaster
- Plasma Grenade

Special Rules:

- None

Fire Dragon

16 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	1	5	1	9	4+

Wargear:

- Fusion Gun
- Melta Bomb

Special Rules:

- Fleet

Wraithguard

35 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	5	6	1	4	1	10	3+

Wargear:

- Wraithcannon

Special Rules:

- Fearless
- Wraithsight
- Non-Learning

Howling Banshee

16 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	1	5	1	9	4+

Wargear:

- Baneshee Mask
- Shuriken Pistol
- Power Weapon

Special Rules:

- Fleet

Shining Spear

35 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	4	1	5	1	9	3+

Wargear:

- Eldar Jetbike (with Twin-linked Shuriken Catapult)
- Laser Lance

Unit Type: Eldar Jetbike**Special Rules:**

- None

Warp Spider

22 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	1	5	1	9	3+

Wargear:

- Death Spinner
- Warp Jump Generator

Unit Type: Jump Infantry**Special Rules:**

- None

Swooping Hawk

21 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	1	5	1	9	4+

Wargear:

- Lasblaster
- Plasma Grenade
- Haywire Grenade
- Swooping Hawk Wings

Unit Type: Jump Infantry**Special Rules:**

- Fleet

Dark Reaper

35 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	1	5	1	9	3+

Wargear:

- Reaper Launcher

Special Rules:

- None

War Walker

40 points

WS	BS	S	FA	SA	RA	I	A	HP
3	3	5	10	10	10	4	2	2

Unit Type: Vehicle (Walker)**Special Rules:**

- Scouts
- Non-Flammable
- Non-Learning

Wargear:

- Two Shuriken Cannons

Options:

- May replace either Shuriken Cannon with:
 - Scatter Laser 10 pts
 - Eldar Missile Launcher 15 pts
 - Starcannon 20 pts
 - Bright Lance 25 pts
- May take the following:
 - Spirit Stones 5 pts



ARMOURY

Minor Runes of Warding (Warlock Only) – 15 pts

The Warlock can use these runes to throw up psychic interferences. Enemy Psykers within 12" of the Warlock must make Psychic tests on 3D6, suffering a Perils of the Warp on any roll of 12 or above.

Spirit Stones of Windfall (Warlock Only) – 15 pts

The Spirit Stones of Windfall imbue the Warlocks weapon with energy, cutting through armour as well as flesh. This strength of this energy is unpredictable however. At the start of every Assault phase the Warlock is engaged in combat roll a D6. The number you rolled is the AP value of the Warlock's weapon for that phase.

Minor Runes of Witnessing (Warlock Only) – 10 pts

When making a Psychic Test, a Warseer with the Minor Runes of Witnessing may re-roll a single D6 if the player wishes. Note that this may prevent Perils of the Warp.

Spirit Stones of the Warp (Warlock Only) – 10 pts

Instead of moving in the Movement phase, a Warlock may teleport through the Warp. Roll 2d6, the model may then move up to this amount in any direction, ignoring all terrain and models. If the Warlock does this it cannot assault this turn.

Force Buckler (Exarch Only) – 15 pts

A Force Buckler is an arm mounted energy shield generator that confers a 5+ invulnerable save.

Armour of Vault (Exarch Only) – 15 pts

Confers the Exarch a 3+ armour save that may be re-rolled. May not be taken with the Armour of Eldanesh or Isha.

Armour of Isha (Exarch Only) – 15 pts

It is said this set of armour is imbued with the tears of Isha. The Exarch gains the Feel No Pain special rule. May not be taken with the Armour of Eldanesh or Vault.

Armour of Eldanesh (Exarch Only) – 10 pts

The Exarch gains the Preferred Enemy special rule. May not be taken with the Armour of Vault or Isha.

Runes of War (Leader Only) – 10 pts

The Runes of War amplifies the model's ability to rally his allies for war. All friendly Eldar models within 6" of the model may re-roll Morale checks.

Runes of Wrath (Leader Only) – 10 pts

The Runes of Wrath imbues its wielder with an uncontrollable hatred towards its enemy. The model gains the Hatred special rule.

Aspect Warrior Wargear

The following items of wargear are available to buy for all Aspect Warrior models (see the Exarch entry for a list). This is regardless whether they have 'access' to the armoury or not. Team Leaders may also take items from this list.

Runes of Deception – 10 pts

One use only. The model may activate its Runes of Deception in the Shooting phase instead of making a shooting attack. Choose a single point on the tabletop within 6" of the model. All models (friend or foe) within 3" of that point gain the Shrouded special rule until the start of their next turn.

Runes of Sight – 10 pts

The model gains the Night Vision special rule. Also, hidden enemy models within 12" of a model with the Runes of Sight are automatically revealed.

Runes of the Spider – 5pts

The model leaps great distances and climbs walls with supernatural agility. The model may re-roll all Initiative tests it is required to take when climbing or jumping.

Runes of Vigour – 5 pts

The Rune of Vigour imbues its owner with an unnatural fortitude. The model is immune to the negative effects of the Blind, Concussive, and Strikedown special rules.

Runes of Accuracy – 5 pts

If a model with the Runes of Accuracy has not moved in the previous Movement phase it may re-roll To Hit rolls of 1 when shooting.