

## ELDAR FIR IOLARION ELDAR TITAN CLAN CRAFTWORLD ARMY LIST

### Forces

The Eldar Fir Iolarion Eldar Titan Clan Craftworld Army List Army List uses the datasheets from the Eldar Forces section.

### Using The Army List

Eldar Fir Iolarion Eldar Titan Clan Craftworld formations come in three types, the first two are warhost and troupe formations. Each warhost you include in the army allows you to field any three troupe formations. Although you can only take a troupe formation if you first take a warhost, they are treated as separate independent formations during a battle and do not have to move around together. The third type of formation are Fir Iolarion Eldar Titan Clan Craftworld Spacecraft, Aircraft & Titan formations. A maximum of up to a third of the points available to the army may be spent on these formations.

Finally, Fir Iolarion Eldar Titan Clan Craftworld Individuals includes special characters, formations and objective options. Each individual may only be taken once by the army. The rules for using each individual are listed in the “Notes” column.

The army list includes the following information:

**Formation:** The name of the formation.

**Units:** The core units that make up the formation.

**Extras:** An Eldar 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. All of the core and extra units in a formation count as being part of one formation. The different units may not move off on their own.

**Cost:** The points value of the formation.

### Special Rules

The *Hit & Run Tactics* rule applies to all Eldar formations (see *Hit & Run Tactics*). Additionally, certain units and weapons have special abilities described in *Farsight* (see *Farsight*) and *Eldar Technology* (see *Eldar Technology*).

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### 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 War Walkers are allowed to garrison objectives in the Epic tournament game scenario.

## Eldar – Fir Iolarion Eldar Titan Clan 4.2.1

### ELDAR FIR IOLARION ELDAR TITAN CLAN CRAFTWORLD ARMY LIST

The Titan Clan has a Strategy Rating of 4. All Titan Formations have Initiative rating of +1. All other Formations have +2 Initiative rating.

<b>FIR IOLARION ELDAR TITAN CLAN CRAFTWORLD INDIVIDUALS</b>			
<i>(Up to one of each type of individual may be taken per army.)</i>			
TYPE	NOTES		COST
0-1 Wraith gate	At the start of the game nominate one objective on your half of the table as a Wraithgate before setting up spacecraft and garrisons. The Wraithgate functions both as a Webway Portal and as an objective for the rules purposes. It may not be destroyed. Only formations consisting completely of infantry units, light vehicle units or armoured vehicles units with the Walker ability may use the Wraithgate to enter play.		+50 points
0-1 Avatar	In the Strategy Phase of any turn place the Avatar within 15cm of a unit containing either a Spiritseer or Farseer before making a strategy roll. The Avatar counts as its own formation and may only enter play in this manner. In the End Phase of that turn remove the Avatar before rallying formations. Once the Avatar has been removed it may not return.		Free
<b>FIR IOLARION ELDAR TITAN CLAN CRAFTWORLD WARHOSTS</b>			
FORMATION	UNITS	EXTRAS	COST
Warlock Titan	0-1 Warlock Titan	Titan Autarch, 2 Battle Titan Weapons must be chosen	725 points
Phantom Titan	1 Phantom Titan	Titan Autarch, Titan Exarch, 2 Battle Titan Weapons must be chosen	650 points
<b>FIR IOLARION ELDAR TITAN CLAN CRAFTWORLD TROUPES</b>			
<i>(Each warhost you include in the army allows you to field any three troupes.)</i>			
FORMATION	UNITS	EXTRAS	COST
Revenant Twins	2 Revenant Titans	Spirit Stones, Select 2 Scout Titan Weapons Each	650 points
Revenant Titan 0-1 per 3,000pts	1 Revenant Titan	Spirit Stones, Select 2 Scout Titan Weapons	350 points
Guardian 0-1 per 1,500pts	One Farseer and seven Guardians	Replace up to three Guardians with an equal number of Heavy Weapon Platform units for free Add three Support Weapon Platform units for +50 points Add 0-3 Wraithlord for +50 points each Add four Wave Serpents to a formation consisting of only Farseer, Guardians or Heavy Weapon Platform units for +200 points.	175 points
Wraithlord Warhost	Six Wraithlord units, including one Spiritseer		350 points
War Walker	Four War Walkers	Add up to two War Walkers for +25 points each	150 points
<b>FIR IOLARION ELDAR TITAN Craftworld Spacecraft &amp; Aircraft</b>			
<i>(up to 1/3 of points maybe spent on Spacecraft &amp; Aircraft)</i>			
FORMATION	UNITS	EXTRAS	COST
Nightwings	Three Nightwing Interceptors	None	300 points
Phoenix	Three Phoenix Bombers	None	325 points
0-1 Spacecraft	Any one of the following units:	Wraithship Dragonship	150 points 300 points
<b>FIR IOLARION ELDAR TITAN UPGRADES</b>			
UPGRADES	EFFECTS	COST	
Titan Autarch 0-1	Supreme Commander	75 points	
Titan Exarch	Inspiring	100 points	
Spirit Stones	Leader	50 points	
Single Weapon System	Allows the same weapon to be selected more than once per <b>battle</b> titan formation	25 points	

## ELDAR FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Single Weapon System	n/a	n/a	n/a	n/a	n/a				<i>Required upgrade if you select the same weapon more than once per titan unit</i>
Titan Autarch	CH	n/a	n/a	n/a	n/a				<i>Supreme Commander.</i>
Titan Exarch	CH	n/a	n/a	n/a	n/a				<i>Leader</i>
Spirit Stones	CH	n/a	n/a	n/a	n/a				<i>Inspiring.</i>
Psychic Lance (Warlock Titan Only)	BTW	n/a	n/a	n/a	n/a		30cm (Small Arms)	3 BP, D, IC, TK(D3) EA +2, TK (D3)	<b>75 POINTS EACH</b>
Titan Pulsar	BTW	n/a	n/a	n/a	n/a		75cm	2x MW2+, TK(1)	<b>75 POINTS EACH</b>
Power Fist	BTW	n/a	n/a	n/a	n/a		Contact (15cm)	EA +2, TK (D3) EA +3	<b>50 POINTS EACH</b>
							30cm	6x AP4+ /AT4+	
0-1 Fusion Lance	BTW	n/a	n/a	n/a	n/a		30cm	MW2+ TK (D6)	<b>75 POINTS EACH</b>
0-1 Tremor Cannon	BTW	n/a	n/a	n/a	n/a		60cm	4 BP, L	<b>75 POINTS EACH</b>
0-1 Titan D-Cannon	BTW	n/a	n/a	n/a	n/a		45cm 45cm	3BP, IC, MW <b>OR</b> MW4+, IC, TK(D3+2)	<b>75 POINTS EACH</b>
Starcannon	BTW	n/a	n/a	n/a	n/a		60cm	6x AP3/AT4	<b>25 POINTS EACH</b>
Titan Bright Lance	BTW	n/a	n/a	n/a	n/a		75cm	6x AT3+, L	<b>50 POINTS EACH</b>
Revenant Pulse Laser	STW	n/a	n/a	n/a	n/a		45cm	2x MW3+	<b>25 POINTS EACH</b>
Sonic Lance	STW	n/a	n/a	n/a	n/a		45cm	2 BP, D	<b>FREE</b>
Reaper Cannon	STW	n/a	n/a	n/a	n/a		45cm	3x AP4+ /AT5+	<b>FREE</b>
War Walker	LV	20cm	6+	5+	5+	Scatter Laser	30cm	AP5+ /AT5+	<i>Reinforced Armour, Scout, Walker.</i>
Guardians	INF	15cm	-	6+	4+	Shuriken Catapults	(15cm)	Small arms	
Parseer	INF	15cm	4+	4+	5+	Shuriken pistol	(15cm)	Small arms	<i>Commander, Farsight, Invulnerable, May summon Avatar</i>
						Witch blade	BC	Assault Weapon, EA(+1)	
Heavy Weapon Platform	INF	15cm	-	6+	5+	Scatter Laser	30cm	AP5+ /AT5+	
Support Weapon Platform	INF	15cm	-	6+	6+	D-Cannon	30cm	MW5+	
Spiritseer	CH	n/a	n/a	n/a	n/a	Singing spear	(15cm)	Small Arms, EA(+1)	<i>Farsight. May summon the Avatar</i>
							BC	Assault Weapons, EA(+1), MW	
Wraithlord	AV	15cm	4+	3+	4+	Bright Lance	30cm	AT5+ L	<i>Fearless, Reinforced Armour, Walker</i>
						Power Fists	BC	Assault Weapons, EA(+1), MW	
Wave Serpant	AV	35cm	5+	6+	4+	Twin Shuriken Cannon	30cm	AP4+	<i>Reinforced Armour, Skimmer, Transport. May transport two infantry units (except Support Weapon Platforms) without Jump Packs or Mounted; Wraithguard and count as two</i>
Avatar	WE	15cm	3+	2+	4+	Wailing Doom and	30cm (bc)	MW5+ Assault Weapons, EA(+1), MW	<i>Commander, Damage Capacity 3, Fearless, Inspiring, Invulnerable Save, Walker. Critical Hit Effect: The unit is destroyed. All Eldar formations with a unit with a line of fire to the Avatar receive a Blast marker.</i>

Phantom Titan	WE	25cm	5+	3+	3+	2x Twin Eldar Missile Launcher 2 Battle Titan Weapons may be chosen	45cm	AP4+ /AT5+ /AA5+	<i>Damage Capacity 6, Fearless, Holofield, Leader, Reinforced Armour, Walker. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit loses the Holofield ability save for the rest of the game. Subsequent critical hits cause an extra point of damage.</i>
Revenant Titan	WE	35cm	5+	4+	4+	2x Eldar Missile Launcher 2 Scout Titan Weapons may be chosen	45cm	AP5+ /AT6+ /AA6+	<i>Damage Capacity 3, Fearless, Holofield, Jump Packs, Walker. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit loses the Holofield ability save for the rest of the game. Subsequent critical hits destroy the unit.</i>
Warlock Titan	WE	25cm	5+	3+	3+	2x Twin Eldar Missile Launcher 2 Battle Titan Weapons may be chosen	45cm	AP4+ /AT5+ /AA5+	<i>Damage Capacity 6, Farsight, Fearless, Holofield, Inspiring, Leader, Reinforced Armour, Walker. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit loses the Holofield ability save for the rest of the game. Subsequent critical hits cause an extra point of damage.</i>

Nightwing Interceptor	AC	Fighter	4+	n/a	n/a	Twin Shuriken Cannon Twin Bright Lance	30cm 30cm	AP4+/AA5+, FxF AT4+/AA5+, FxF, L	
Phoenix Bomber	AC	Fighter- Bomber	5+	n/a	n/a	Twin Shuriken Cannon Pulse Laser Night Spinner	30cm 45cm 15cm	AP4+/AA5+, FxF 2× AT4+, FxF 1BP, FxF, D	<i>Reinforced Armour.</i>
Dragonship	SC	n/a	n/a	n/a	n/a	0-1× Orbital Bombardment 0-1× Pin-Point Attacks	n/a n/a	8BP, MW 2× MW2+, TK(D3)	<i>Armed with either an Orbital Bombardment or Pin- Point Attacks.</i>
Wrathship	SC	n/a	n/a	n/a	n/a	0-1× Orbital Bombardment 0-1× Pin-Point Attack	n/a n/a	4BP, MW MW2+, TK(D3)	<i>Armed with either an Orbital Bombardment or Pin-Point Attack.</i>

## SPECIAL RULE

### 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 unit with Farsight 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 unit with Farsight, but at least one unit with Farsight 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 unit with Farsight. Once the action has been taken the initiative returns to the opposing player.

### *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 5cm as would normally be the case..

## SPECIAL RULE

### *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:

***Holofield:*** 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:*** A Lance uses a highly concentrated beam of laser energy to destroy heavily armoured targets. A unit with Reinforced Armour that is hit by a Lance weapon is not allowed to re-roll its saving throw.

***Webway Portal:*** 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 Webway 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.

In the Epic Tournament Game Rules formations in reserve with multiple deployment options must have a designated deployment method during setup (e.g. Webway Portal, air transport or teleport).