

ELDAR EXODITE MAIDEN WORLD ARMY LIST

Forces

The Eldar Exodite Maiden World Army List uses the datasheets from the Eldar Forces section.

Using the Army List

Eldar Exodite Maiden World 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 types of formation are Exodite Maiden World support, allies & massive creatures. A maximum of up to a third of the points available to the army may be spent on these formations.

Finally, Exodite Maiden World 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*).

EXODITE MAIDEN 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 Eldar Rangers and War Walkers are allowed to garrison objectives in the Epic tournament game scenario.

Megadon

The Exodites rely heavily on Carnosaurs and Megadons to assault the enemy and bring powerful weapons to the battlefield. Although Carnosaurs (small and mighty) are natural predators, Megadons are not. They can be coerced into battle, but the noise of explosions, weapons firing and shells landing is highly unsettling for them. Even though they are ridden by brave warriors for whom aggressive defence is a way of life, a rider may find himself unable to persuade the Megadon to carry out his planned manoeuvres. This characteristic is reflected in the following special rule.

An Exodite formation that includes Megadons receives a -2 modifier to any initiative tests it takes if it has more than one blast marker.

World Spirit

The Exodites fight fiercely to protect their worlds for without them, they have nothing. Their way of life allows them to forge a special bond with world around them. They are in tune with their surroundings and they are masters of stealth and camouflage. They tread with light feet and leave no trace of their movement. This characteristic is reflected in the following special rule.

All Exodite formations comprised of Infantry, Light Vehicles and Armoured Vehicles located in woods or jungles receive a -2 to hit modifier. Normal cover saves apply.

ELDAR EXODITE MAIDEN WORLD ARMY LIST

Exodite armies have a strategy rating of 4. Massive Creatures have an initiative rating of 1+. All other Exodite formations have an initiative rating of 2+.

EXODITE MAIDEN WORLD INDIVIDUALS

(Up to one of each type of individual may be taken per army.)

TYPE	NOTES	COST
0-1 Exodite Lord	You may add an Exodite Lord Character to any Dragon Rider stand. If an Exodite Lord is taken then he counts as one of the Exodite Nobles in the Dragon Rider formation (see the entry for the Dragon Rider Warhosts below).	100 points
0-2 Wraithgate	At the start of the game nominate objective/s on your half of the table as a Wraithgate before setting up spacecraft and Garrisons. The Wraithgate functions both as a <i>Webway Portal</i> 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

EXODITE MAIDEN WORLD WARHOSTS

FORMATION	UNITS	EXTRAS	COST
Dragon Rider Warhost	Eight dragon rider units chosen from the following list: Dragon Riders, Pteradon Riders.	The formation may include up to 1 Exodite Noble character upgrades for +25 points each.	300 points
Creature Tamer Warhost	Eight creature tamer units chosen from the following list: Desert Tamers, Jungle Tamers.	The formation may include up to 1 Exodite Noble character upgrades for +25 points each.	300 points

EXODITE MAIDEN WORLD TROUPES

(Each warhost you include in the army allows you to field any two troupes.)

FORMATION	UNITS	EXTRAS	COST
Raptor Rider Troupe	Six Raptor Riders	Any number of Raptors can be replaced with Wraithskulls at no additional cost.	200 points
Megadons Troupe:	Five Megadons	Up to two Megadons may be replaced with Skywatcher Megadons at no additional cost.	200 points
Ranger	Four Rangers	Add up to four Ranger units for +25 points each	100 points
Megadon Guard Troupe	Three Exodite Heavy Weapon Megadons	None	200 points
War Walker	Four War Walkers	Add up to two War Walkers for +25 points each	150 points
Sacred Megadon Troupe	Up to three Maiden Sword or Maiden Spirit Megadons (or any combination of these)	None	200 points each
Exodite Warriors	An Exodite Warrior Warhost consists of one Farseer unit and five Warrior units.	Up to three Guardians may be replaced with Megadon Mounted Heavy Weapons at no additional cost in points. In addition the formation may include 3 Megadon Mounted Heavy Weapons for +50 points.	150 points

EXODITE MAIDEN WORLD CRAFTWORLD SUPPORT, ALLIES & MASSIVE CREATURES

(Up to a third of the points available may be spent on these formations.)

FORMATION	UNITS	COST
Nightwings	Three Nightwing Interceptors	300 points
Giant Carnosaur	One Giant Carnosaur	350 points
Phoenix	Three Phoenix Bombers	325 points
Giant Megadon	One Giant Megadon	600 points
0-1 Spacecraft	Any one of the following units:	Wraithship 150 points Dragonship 300 points
Eldar Knights	Three Fire Gales or Towering Destroyers in any combination (Any number of units may be exchanged for Bright Stallions for +25 points each.)	300 points

ELDAR FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
EXODITE LORD	CH	n/a	n/a	n/a	n/a	Exodite Sacred Weapon Mount's claws, teeth, etc.	(15cm) (bc)	Small Arms, MW, EA+1 Assault Weapons, EA(+1), MW	<i>Inspiring, Reinforced armour, Invulnerable Save, Supreme Commander. An Exodite Lord can be represented by any unit that includes an Exodite Noble model</i>
EXODITE NOBLE	CH	n/a	n/a	n/a	n/a	Exodite Noble Close Combat Weapon Or Exodite Noble Ranged Weapon	(bc) (15cm)	Assault Weapons, EA(+1) Small Arms, EA+1	<i>Inspiring.</i>
Parseer	INF	15cm	4+	4+	5+	Shuriken Pistols Witch Blades	(15cm) (bc)	Small Arms Assault Weapons, EA(+1), MW	<i>Commander, Farsight, Invulnerable Save.</i>
Fire Dragons	INF	15cm	5+	5+	4+	Fusion Guns	15cm (15cm)	MW5+ Small Arms, MW	
EXODITE WARRIORS	INF	15cm	-	6+	4+	Shuriken Catapults	(15cm)	Small Arms	<i>Scouts</i>
MEGADON MOUNTED SCATTER LASER	INF	15cm	-	6+	5+	Scatter Laser	30cm	AP5+/AT5+	<i>Megadon.</i>
MEGADON MOUNTED D-CANNON	INF	15cm	-	6+	5+	D-Cannon	30cm	MW5+	<i>Megadon.</i>
JUNGLE CREATURE TAMERS	INF	15cm	5+	2+	5+	Shuriken Pistols Claws, Teeth, etc.	(15cm) (bc)	Small Arms Assault Weapons, FS	
RAPTOR RIDERS	INF	30cm	5+	4+	5+	Shuriken Pistols	(15cm)	Small Arms	<i>Scouts, Mounted, Walker.</i>
Rangers	INF	15cm	5+	6+	5+	Long Rifles	30cm	AP5+	<i>Scout, Sniper.</i>
DRAGON RIDERS	INF	30cm	4+	3+	6+	Power Lances	(bc)	Assault Weapons, L	<i>Mounted, Walker.</i>
DESERT CREATURE TAMERS	INF	15cm	4+	4+	5+	Shuriken Pistols Claws, Teeth, etc.	(15cm) (bc)	Small Arms Assault Weapons, EA(+1)	<i>Infiltrators.</i>
PTERADON RIDERS	INF	35cm	5+	5+	4+	Lasblasters	(15cm)	Small Arms	<i>Scouts, Skimmers, Teleport. The teleport ability represents the Pteradon Riders ability to swoop onto the battlefield from the sky..</i>
WRAITHSKULL	LV	30cm	4+	5+	4+	Scatter Laser	30cm	AP5+/AT5+	<i>Scout, Mounted, Walker.</i>
War Walker	LV	20cm	6+	5+	5+	Scatter Laser Bright Lance	30cm 30cm	AP5+/AT5+ AT5+, L	<i>Reinforced Armour, Scout, Walker.</i>
MEGADON	AV	20cm	5+	4+	4+	Pulse Laser Scatter Laser	45cm 30cm	2× AT4+ AP5+/AT5+	<i>Notes: Walker, Megadon.</i>
HEAVY WEAPON MEGADON	AV	20cm	5+	4+	5+	Crystal Cannon	60cm	AP4+/AT2+, L	<i>Notes: Walker, Megadon.</i>
SKYWATCHER MEGADON	AV	20cm	5+	4+	4+	Skywatcher Battery	45cm	2× AP5+/AT5+/AA4+	<i>Notes: Walker, Megadon.</i>
MAIDEN SWORD MEGADON	WE	20cm	5+	4+	5+	Maiden Sword Pulsar	60cm	2× MW2+	<i>Notes: Walker, Megadon, Damage Capacity 3, Reinforced Armour. Critical Hit Effect: The Megadon roars in pain as one of its vital organs is pierced. It tramples 2D6cm in a random direction before its legs give out and it dies. Any units in the path of the Megadon suffer a bit that counts as having been inflicted by a macro-weapon.</i>
MAIDEN SPIRIT MEGADON	WE	20cm	5+	4+	5+	Warpstorm D-Cannon	30cm	3BP, Ignore Cover, Titan Killer (D3+1), FxFArc	<i>Notes: Walker, Megadon, Damage Capacity 3, Reinforced Armour. Critical Hit Effect: The Megadon roars in pain as one of its vital organs is pierced. It tramples 2D6cm in a random direction before its legs give out and it dies. Any units in the path of the Megadon suffer a bit that counts as having been inflicted by a macro-weapon.</i>

TOWERING DESTROYER	WE	20 cm	5+	4+	5+	Destroyer Cannon Destroyer Laser Destroyer Sabres	30cm 45cm (15cm) (bc)	2X AP4+ 2X AT4+ Small Arms, EA(+1) Assault Weapons, EA(+2),	<i>Notes: Damage Capacity 2, Reinforced Armour, Walker. Critical Hit Effect: The Towering Destroyer staggers D6cm in a random direction and collapses, destroyed. Any units struck by the falling Knight suffer a hit.</i>
FIRE GALE	WE	30cm	5+	5+	4+	Fire Lance	30cm	MW4+ Titan Killer (3 -1 per 15cm from target)	<i>Notes: Damage Capacity 2, Reinforced Armour, Walker. Critical Hit Effect: The Fire Gale staggers D6cm in a random direction and collapses, destroyed. Any units struck by the falling Knight suffer a hit.</i>
BRIGHT STALLION	WE	30cm	5+	4+	5+	2× Stallion Lasers Hooves	45cm (15cm) (bc)	2× MW3+ Small Arms, EA(+1) Assault Weapons, EA(+1),	<i>Notes: Damage Capacity 2, Reinforced Armour, Walker. Critical Hit Effect: The Bright Stallion staggers D6cm in a random direction and collapses, destroyed. Any units struck by the falling Knight suffer a hit.</i>
GIANT CARNOSAUR	WE	25cm	5+	3+	4+	2× Pulse Laser Claws, Teeth, etc	45cm (bc)	2× MW3+ Assault Weapons, EA(+2), MW	<i>Notes: Holofield, Damage capacity3, Walker, Fearless. The Carnosaur's weapons may fire all round due to exceptional mobility.</i>
GIANT MEGADON	WE	20cm	5+	3+	3+	2x Pulsar Snipers Exodite Warriors 2× Twin Eldar Missile Launcher	75cm 30cm (15cm) 45cm	2× MW2+, TK AP5+ Sniper Extra Attacks (+2) AP4+ /AT5+ /AA5+	<i>Notes: Holofield, Damage capacity 5, Walker, Reinforced Armour, Megadon. The Megadon's weapons may fire all round due to exceptional mobility. Critical Hit Effect: The Holofield projector mounted in the Megadon's wing is badly damaged and will no longer work. The Megadon loses its Holofield save for the rest of the battle. Any further critical hits will cause an additional 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>Transport. May transport twelve Vampire Raiders and the units being carried on them. Armed with either an Orbital Bombardment or Pin-Point Attacks</i>
Wraithship	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 an Eldar formation 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.

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 Technology 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).

List of changes 4.2

- Brought in line with 4.2
- Harlequins were dropped from list..
- Move the Exodite Warrior Warhost to troupe section and renamed to Exodite Warriors
- Change size of Exodite Warriors.