

Eldar in the underhive

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Each elder craftworld tends to favour certain roles, some honing only the most elite warriors, others of more lowly supportive roles, but formidable none the less. The eldar come to the darkness of the underhive for reasons typically unknown to men. And as mysteriously as they turn up they also disappear.

Territories

11-16: Chem Pit
21-26: Old Ruins
31-36: Settlement
41-46: Hole Stead
51-56: Archeotect Hoard
61-66: Green Hivers

Webway portal

Eldar are only affected by the rules of starvation if they lose their Webway Portal territory. If they do lose it, they are affected by the usual rules for starvation, but must also search for a new potential Webway portal.

As eldar are an outlaw gang, they must search for new territories in the regular way as other outlaw gangs.

If a house territory is received either by rolling on the outlaw table or capturing a rival gang territory (etc), they must roll a dice on a 5+ the eldar gang manage to make a connection to their craftworld once more. Otherwise they must abandon the territory and search for a new one, in the regular way.

Eldar gangs don't normally suffer the effects of starvation, and so are unable to scavenge for credits or work their territory, but if they lose their Webway territory they are forced to work the next territory they discover and scavenge for credits.

Eldar have much higher nutritional needs than other occupants of the underhive. Each model requires 4 credits each to stave off the effects of starvation.

Recruitment and resupply

When eldar start new gangs the gang rating always starts off at 1200 +experience. The eldar gang cannot replace models until they achieve their task. At which stage they may replace any dead fighters.

If any eldar equipment is captured, it cannot be used, but may be sold for 120 credits to traders or guilders.

Wargear

Eldar can never use rare trade. They only use the war gear they start with. Eldar weapons never explode and so long as the eldar control a Webway portal they never need to take ammo rolls.

All shooting weapons that eldar models carry except those carrying a Shuriken Pistol count as basic weapons for the purposes of skills. Though unlike most basic weapons some of these weapons cause the fighters holding them to be encumbered, these weapons are so noted in their descriptions below.

If a model qualifies to use the rapid fire skill to a weapon with 1 or more SF dice add 1 to the number of shots received instead.

For a millennia or two

Eldar earn experience in a very different way comparative to other fighters. Where Humans develop quickly, eldar learn every aspect of their skills and mastery.

After each scenario they participate in, roll a d3 instead.

Wraith guard only ever gain d3 experience per game they never receive rewards for doing wounds, or any other bonuses

Upon gang creation the eldar host must first choose a craftworld. Craftworlds are all different all lending upon different aspects and strengths of the eldar.

Each eldar craftworld gang must be used as exactly as described in each of their lists, and must be armed only with the wargear they come with.

All eldar craftworld are subtly different. In the event the eldar gang leader dies or has been captured, replace the leader with the next model with the highest LD, if there's a tie use the most experienced fighter. *Note wraith guard can never become the leader of a gang.*

Biel-Tan choose which model is the leader upon creation. So long as the existing leader is alive no other model will challenge for leadership.

The Eldar Host

Eldar come to the ancient lower levels of hive worlds, seeking a particular objective. Each craftworld has an assigned task, the first one is chosen, and every other one is rolled randomly after it has been completed.

Once the eldar objective has been accomplished they must return to their craftworld. Though this may only occur if they still control a territory that has an active Webway portal in their control. When the eldar gang returns they must roll again on the table below.

1 the eldar attempt to gather as much DNA from the hive world as they are able. For each other gang that participates in the campaign the eldar must kill (dead result) at least one model from each gang.

2 the eldar are searching for pieces of a rare artefact. Roll a d6 after each scenario. On 6 a piece is found, add 1 to the roll, if the gang has a warlock. The gang must find six pieces.

3 d3+1 spirit stones have been detected in the hive. After each game that the eldar win, roll 2d6, on a 10+ a spirit stone is recovered, if there is a spiritseer in the gang add 1 to the roll.

4 the eldar take this opportunity to better hone and master their abilities. The gang needs to earn 500 experience.

5 the eldar are looking to understand more of technology of the hive. Anytime the eldar capture an enemy fighter roll a dice on a 6 (if the contains an Exarch they may add 1 to the roll) they learn something new while interrogating the fighter. Eldar require five useful pieces of information. Regardless of what happens, eldar always kill any fighters they capture.

6 the eldar are in search of particular items. For each loot token the eldar recovers roll a 2d6 on a 11+ (if the gang contains any rangers add 1 to the roll), they find a useful item that their craftworld is in search for, the eldar require d3+3 of these items. Loot is still worth credits.

After the eldar gang has successfully completed an objective and returned to their craftworld they may add more members to the gang. Refer below.

Alaitoc (start with objective 6)

1 Warlock
XP: 160+d3
M5 WS4 BS4 S3 T3 W1 I5 A1 LD8
Witchblade, shuriken pistol, rune armour, spirit stone.
Has the Leader ability.
1 telekenetic power and 2 minor powers, reroll 11-16

3 rangers
XP: 60+d3 each
M5 WS4 BS4 S3 T3 W1 I5 A1 LD8
Infiltrate
Ranger cloaks, ranger rifle, shuriken pistol

7 Guardians
XP: 50+d3 each
M5 WS4 BS4 S3 T3 W1 I5 A1 LD8
Mesh armour, plasma grenades, each may also be armed with either shuriken catapult, or shuriken pistol and chainsword.

Biel-tan (start with objective 4)

1 Dark Reaper
XP: 140+d3
M5 WS4 BS4 S3 T3 W1 I5 A1 LD9
Weaponsmith
Reaper missile with starshot missiles, heavy aspect armour, dark reaper rangefinder

1 Howling banshee
XP: 140+d3
M5 WS4 BS4 S3 T3 W1 I5 A1 LD9
Jump Back
Mirror sword, shuriken pistol, banshee mask, aspect armour.

1 Fire dragon
XP: 140+d3
M5 WS4 BS4 S3 T3 W1 I5 A1 LD9
Armourer
Fusion gun, melta bombs. heavy aspect armour.

1 Striking scorpion
XP: 140+d3
M5 WS4 BS4 S3 T3 W1 I5 A1 LD9
Impetuous
Scorpion chainsword, shuriken pistol, heavy aspect armour, plasma grenades, mandiblasters.

1 Swooping Hawk
XP: 140+d3
M5 WS4 BS4 S3 T3 W1 I5 A1 LD9
Hip Shooting
Lasblaster, haywire grenades, aspect armour, plasma grenades, photon grenades, phoenix wings.

1 Warp Spider
XP: 140+d3
M5 WS4 BS4 S3 T3 W1 I5 A1 LD9
Crack Shot
Death spinner, warp jump generator, heavy aspect armour

Harlequin Troupe (start with objective 1)

1 Death Jester
XP: 180+d3
M5 WS5 BS4 S3 T3 W1 I6 A1 LD9
Shrieker cannon, flip belt, holo-suit, and suspensor.
Has the Leader ability

5 harlequins
XP: 160+d3 each
M5 WS5 BS4 S3 T3 W1 I6 A1 LD9
Shuriken pistol, sword, flip belt, and holo-suit.

Iyanden (start with objective 3)

1 Spiritseer
XP: 180+d3
M5 WS4 BS4 S3 T3 W1 I5 A1 LD8
Witchstaff, shuriken pistol, rune armour, spirit stone.
Has the leader ability.
2 Telepath powers, 2 minor powers, reroll 11-16

2 Wraith guard
XP: 200+d3 each
M5 WS4 BS4 S5 T5 W1 I3 A1 LD8
Killer Reputation
Wraith cannon, heavy aspect armour
Immune to psychology, but suffers from *Stupidity* unless within 6" of the spiritseer. Immune to pinning and flesh wounds. Wraith guard have regeneration, large target. LD can never be used for bottle tests.

5 guardians
XP: 50+d3 each
M5 WS4 BS4 S3 T3 W1 I5 A1 LD8
Mesh armour, plasma grenades, each may also be armed with either shuriken catapult, or shuriken pistol and chainsword.

Saim-Hann (start with objective 2)

1 Warlock
XP: 160+d3
M5 WS4 BS4 S3 T3 W1 I5 A1 LD8
Witchblade, shuriken pistol, rune armour, spirit stone.
Has the leader ability.
Roll 1 power and 2 minor powers, reroll 11-16

2 wind riders
XP: 120+d3 each
M5 WS4 BS4 S3 T3 W1 I5 A1 LD8
Heavy aspect armour, twin linked shuriken catapult, eldar jetbike.

6 guardians
XP: 50+d3 each
M5 WS4 BS4 S3 T3 W1 I5 A1 LD8
Mesh armour, plasma grenades, each may also be armed with either shuriken catapult, or shuriken pistol and chainsword.

Ulthwe (start with objective 6)

1 Warlock
XP: 160+d3
M5 WS4 BS4 S3 T3 W1 I5 A1 LD8
Witchblade, shuriken pistol, rune armour, spirit stone.
Has the leader ability.
Roll 1 power and 2 minor powers, reroll 11-16

3 dire avengers
XP: 80+d3 each
M5 WS4 BS4 S3 T3 W1 I5 A1 LD9
Hip Shooting
Aspect armour, avenger shuriken catapult, plasma grenades

6 Guardians
XP: 50+d3
M5 WS4 BS4 S3 T3 W1 I5 A1 LD8
Mesh armour, plasma grenades, each may also be armed with either shuriken catapult, or shuriken pistol and chainsword.

New Wargear

Armour (all eldar armour contains filter plugs, infra-red goggles)

Aspect armour: provides a 4+ armour save

Holo-Suit: provides a 5+ special save, which may also be used against wyrd powers, also incorporates and infra-sight

Heavy aspect armour: provides 3+ armour save, but reduces movement by 1. All M values in the list have not been modified

Ranger camouflage cloak: enemy suffer additional -1 to hit at long range, the cloak also counts as mesh armour.

Rune Armour: a model in rune armour receives a 4+ special save, which may also be used against wyrd powers.

Special Equipment

Banshee Mask: a banshee mask causes *fear*. A model with a banshee mask counts as initiative 10 in draws in combat.

Dark Reaper Rangefinder: counts as a mono sight.

Eldar jetbike: +2M, +1T, immune to pinning, receives flesh wounds on 1-4 and out of action on 5+, Large target. The jetbike can fly in the same way as a Yeld from the spyrer gang.

Flip Belt: treat all types of difficult terrain as clear terrain, additionally models equipped with flip belts may move up any surface as if it were using a ladder.

Mandiblasters: anytime the model scores one or more hits in combat, the mandiblasters always scores one additional strength 3 hit. In the event of a draw in combat, the model with the mandiblasters counts as initiative 10, but will only score one strength 3 hit instead of its own strength profile.

Scorpion chainsword: +1 strength, parry.

Spirit stone: may ignore perils of the warp test on a 3+.

Warp jump generator: may use this to move to any location up to 12" from its present location instead of moving normally. Every time the model uses the warp jump generator, it must roll 2d6 if a double is rolled; the model goes out of action immediately but has a full recovery. This move cannot be used while fleeing or charging.

Phoenix wings: the model may fly in the same way as a Yeld in the spyrer gang. Additionally the model receives +1M.

Weapons

Shooting weapons

Weapon	Range		To Hit		S	Dam	Save	Ammo	Special
	Short	Long	Short	Long			Mod	Roll	
Death spinner	0 – 6	6 – 12	+1	-	6	1	-	4+	monofilament

Monofilament: if a 6 is rolled to wound the death spinner does d3 wounds and -5 armour save.

Weapon	Range		To Hit		S	Dam	Save	Ammo	Special
	Short	Long	Short	Long			Mod	Roll	
Fusion gun	0 – 6	6 - 12	+1	-	8	d3	-5	6+	

Weapon	Range		To Hit		S	Dam	Save	Ammo	
	Short	Long	Short	Long			Mod	Roll	Special
Lasblaster	0 – 12	12 - 24	+1	-	3	1	-2	2+	

Weapon	Range		To Hit		S	Dam	Save	Ammo	
	Short	Long	Short	Long			Mod	Roll	Special
Ranger long rifle	0 – 16	16 – 32	+1	-	X	1	-	4+	

A ranger long rifle will never need worse than a 4 to wound, if a 6 is rolled to wound and the ranger was stationary in the movement phase it will cause D3 wounds and -5 modifier to the targets save.

Weapon	Range		To Hit		S	Dam	Save	Ammo	
	Short	Long	Short	Long			Mod	Roll	Special
Shuriken Pistol	0 - 6	6 - 12	+1	-	4	1	-1	4+	Pistol
Shuriken Catapult	0 - 6	6 - 12	+1	-	4	1	-1	4+	1SF
Avenger Shuriken Catapult	0 - 12	12 - 18	+1	-	4	1	-2	4+	1SF
Twin-linked Shuriken Catapult	0 - 6	6 - 12	+1	-	4	1	-1	4+	2SF
Shrieker Cannon*	0 - 12	12 - 24	+1	-	6	d3	-2	4+	1SF

*shrieker cannon is cumbersome rule

Weapon	Range		To Hit		S	Dam	Save	Ammo	Special
	Short	Long	Short	Long			Mod	Roll	
Wraith Cannon	0 - 6	6 - 12	+1	-	10	d6	-7	4+	Distort

Distort: if a 6 is rolled to wound the model instantly goes out of action regardless of how many wounds the model had.

Grenades and Missiles

Weapon	Range	S	Dam	Save Mod	Ammo Roll	Special
Haywire grenade	users S x3	2	1	-	6+	haywire

Haywire: haywire grenades function the same way as krak grenades, if used for demolition they wound on a 2+.

Weapon	Range		To Hit		Save		Ammo		Special
	Short	Long	Short	Long	S	Dam	Mod	Roll	
Starshot missile*	0 - 20	20 - 40	-	-	8	1	-3	6+	Move or fire

*Reaper missile launcher has the cumbersome rule.

Combat Weapons

Weapon	Range	S	Dam	Mod	Special
Mirror sword	Combat	user	1	-4	Parry

Weapon	Range	S	Dam	Mod	Special
Witch blade	Combat	User	1	-1	Parry, blade of the witch

Blade of the witch: the user may channel any amount of minor wyrd powers to increase the witch blades strength by one pip for each power. This is done without penalty or any form of test, but must be nominated to be used before any dice for combat is rolled. If a minor power is channelled in this manner it cannot be used again until your next game turn but the strength bonus will continue to last during your opponents turn.

Additionally if a minor power is used to increase the user's strength, any daemon models in combat with the bearer of the witch blade will lose any special saves it had against wounds caused by the blade for the duration of the combat.

The user of a witch blade may reroll one combat dice per close combat, but must accept the second result.

Weapon	Range	S	Dam	Mod	Special
Seer staff	Combat	user	1	-1	2 handed, staff of the seer, mighty blow

Staff of the seer: the user may channel any amount of minor wyrd powers to increase the staffs' strength by one pip for each power. This is done without penalty or any form of test, but must be nominated to be used before any dice for combat are rolled. If a minor power is channelled in this manner it cannot be used again until your next game turn but the strength bonus will continue to last during your opponents turn.

Additionally if a minor power is used to increase the user's strength, any daemon models in combat with the bearer of the seer staff will lose any special saves it had against wounds caused by the weapon for the duration of the combat.

The user of a seer staff may reroll one combat dice per close combat, but must accept the second result.

Skills and Experience

Eldar use the normal experience advancements.

Unit	agility	Combat	Ferocity	muscle	shooting	stealth	techno*
Dark Reaper	-	-	X	-	X	-	X
Death Jester	X	X	X	-	X	-	-
Fire Dragons	-	-	X	-	X	-	X
Guardians	-	X	X	-	X	-	-
Harlequin	X	X	X	-	-	-	-
Howling banshee	X	X	X	-	-	-	-
Rangers	-	-	X	-	X	X	-
Striking Scorpion	-	X	X	-	-	X	-
Spiritseer	-	X	X	-	X	-	-
Swooping Hawk	-	-	X	-	X	X	-
Warlock	-	X	X	-	X	-	-
Warp Spiders	X	-	X	-	X	-	-
Wraith Guard	-	-	X	X	-	N/A	N/A

*eldar cannot receive the inventor skill

Stat maximums:

M	WS	BS	S	T	W	I	A	LD
5	7	7	4	4	3	7	4	10

All eldar except wraith guard, warlocks and spiritseers use the above maximums

M	WS	BS	S	T	W	I	A	LD
5	5	5	4	4	2	6	2	10

Warlocks and spiritseers use the above profile maximums

M	WS	BS	S	T	W	I	A	LD
5	5	5	6	6	3	5	2	8

Wraith guard use the above profile maximums

Objective Accomplished

Every time eldar achieve their objective they may return with (a) new member(s). The type of new model(s) added differs based on which craftworld is being used, these new model allow the maximum number of models normally allowed to be increased be 1 where applicable.

Biel-Tan does not increase in number of models but instead increases either WS or BS by one (this will also increase the maximum score chosen as well) and their experience level is increased by enough to acquire a new level. For example a howling banshee at 244 experience with WS7 will be increased to WS8 but the experience will be increased to 281. In addition the models type has Exarch added to the end of it. An exarch may only be made an exarch once. There may only ever be one exarch of each type in the gang.

Additionally all exarches receive a respirator and photo-visor.

Alaitoc

Increase gang rating by 180, plus experience of the model(s) chosen

May choose 1 new ranger or 2 new guardians

Biel-Tan

As above choose any fighter in the Biel-Tan gang. Gang rating also increases by 180.

Dark reaper exarch receives:

Reaper missile with starswarm missiles and starshot missiles, heavy aspect armour, dark reaper rangefinder

Howling banshee exarch receives:

Executioner blade, shuriken pistol, banshee mask, heavy aspect armour

Fire dragon exarch receives:

Firepike, melta bombs. heavy aspect armour.

Striking scorpion exarch receives:

Scorpions claw, shuriken pistol, heavy aspect armour, plasma grenades, mandiblasters.

Swooping Hawk exarch receives:

Sunrifle, haywire grenades, heavy aspect armour, plasma grenades, haywire grenades, photon grenades, wings of the phoenix.

Warp Spider exarch receives:

Spinneret rifle, warp jump generator, heavy aspect armour

Harlequin Troupe

Increase gang rating by 280, plus experience of the models

May choose 2 new harlequins

Iyanden

Increase gang rating by 300, plus experience of the model(s) chosen

May choose to add 1 new wraith guard or 3 new guardians

Saim-Hann

Increase gang rating by 300, plus experience of the model(s) chosen

May choose 1 new wind rider and 1 new guardian or 3 new guardians

Ulthwe

Increase gang rating by 180, plus experience of the model(s) chosen

May choose 1 dire avenger to become an exarch (use the same rules Biel-Tan do), or 1 new dire avenger, or 2 new guardians.

A dire avenger exarch receives heavy aspect armour, and plasma grenades. The dire avenger exarch may choose from either a dire sword and shuriken pistol, or power sword and shimmer shield, or 2 shuriken pistols (choose when upgrading the model).

Exarch Equipment

Shooting weapons

Weapon	Range		To Hit		S	Dam	Save Mod	Ammo Roll	Special
	Short	Long	Short	Long					
Firepike	0 – 6	6 - 18	+1	-	8	d6	-5	6+	

Weapon	Range		To Hit		S	Dam	Save Mod	Ammo Roll	Special
	Short	Long	Short	Long					
Sunrifle	0 – 12	12 - 24	+1	-	3	1	-4	2+	1SF,

Weapon	Range		To Hit		S	Dam	Save Mod	Ammo Roll	Special
	Short	Long	Short	Long					
Spinneret Rifle	0 – 6	6 - 18	+1	-	6	1	-5	4+	monofilament

Monofilament: if a 6 is rolled to wound the spinneret rifle does d3 wounds

Grenades and Ammo

Weapon	Range		To Hit		S	Dam	Save Mod	Ammo Roll	Special
	Short	Long	Short	Long					
Starswarm missile	0 – 20	20 - 40	-	-	5	1	-1	6+	1SF, Move or fire

Reaper missile launcher is a cumbersome weapon

Combat Weapons

Weapon	S	Dam	Mod	Special
Dire Sword	User	1	-3	Dire blade, parry

Dire blade: a model that survives a round of close combat after taking a wound from a model equipped with a dire sword must roll an LD test. If the model fails it goes out of action.

Weapon	S	Dam	Mod	Special
Executioners blade	User +2	1	-3	Parry, requires 2 hands

Weapon	S	Dam	Mod	Special
Scorpion's Claw	User +3	1	-4	Mighty blow, cannot be parried

Special Equipment

Shimmer Shield: provides a 5+ special save

Wings of the phoenix: the model may fly in the same way as a Yeld in the spyrer gang. Additionally the model receives +2M.