

ELDAR DATA SHEET

UNIT / TROOP TYPE	Mv	Save	CAF	WEAPONS	Rg.	Alt	TO HIT	Target Save	NOTES	company (#)\$	squad (#)\$	per unit \$	#
General and Aspect Warriors													
Dark Reapers	5	6	1	Missile Launcher	75	2	4	-1			(4)250		3
Dire Avengers	10	-	2	Shurikens	50	1	5	0			(4)100		3
Fire Dragons	10	-	2	Thermal Gun	25	1	5	-2			(4)100		3
Guardian Defenders	10	-	0	Shuriken	50	1	5	0		(18)450	(6)150		4
Eldar Guardian Detachment										(18+9)850	(6+3)300		7
Howling Banshees	10	-	6	Power Sword	0	-	-	-	Psychic Scream	(4)free	(4)150		3
Scouts	10	-	3	Lasgun	50	1	4	0	invisible beyond 25 cm.				
Striking Scorpions	10	-	6	Mandi-Blaster	0	-	-	-	3d6 in close combat		(4)100		3
Swooping Hawks	20	-	2	Lasgun	25	1	5	0			(4)150		2
Special													
Avatar	15	2	10	Spear	15	1	2	-3		(1)free			
Exarchs	20	6	8	Ancient Artifacts	75	2	3	-1		(4)400		100	
Harlequin	15	-	6	Shuriken Pistol	25	1	5	0	Reroll close combat defeat	(4)150		37	
Warlock	10	-	2	Shuriken Pistols	25	1	5	0	Psychic Powers	(1+1)100			5
Vehicles													
Deathstalker Prism Cannon	25	3	1	Prism Cannon	75	1	3	-2	Skimmer. Special Rules			(1)50	7
Doomweaver	25	3	1	Wire Thread					Special Rules		(2)150		2
Dreadnaught	10	5	2	Lascannon	75	1	5	-2	Needs orders - nearest Eldar		(4)150		2
Eldar Jet Bike	35	-	3	Shuriken Cannon	15	1	5	-1	Skimmer		(5)200		4
Falcon Grav-tank	25	3	1	Lascannon	75	1	4	-2	Skimmer carries 2 stands	(9)450		50	
Lascannon (Anti-Grav)	10	-	-3	Lascannon	75	1	4	-2			(3)100		3
Tempest	25	1	4	Tempest Laser	100	2	4	-3	Skimmer	(6)900	(3)500		3
				Shuriken	15	2	6	0					
				Shuriken Cannon	15	1	5	-1					
Vibro-cannon	10	-	-3	Vibro-cannon	75	0	0	0	Special Rules		(3)100		3
Vyper Jet Bike	35	-	3	Shuriken Cannon	25	2	5	-1			(5)250		4
Warp Hunter	25	3	1	Warp Cannon	75	sp	sp	sp	Special Rules		(2)100		3
War Walker	25	-	1	Lascannon	75	1	5	-2			(3)150		2
				Scatter Laser	25	3	5	0					
Wave Serpent	25	3	1	Warp Wave	2d6x10	4	4	-	Carries 2 stands		(2)150		3
Wrathguard	10	6	4	Wrath Cannon	50	1	5	-1	Needs orders - nearest Eldar		(4)100		3