

Ulthwé

Ulthwé Hosts

Any number of hosts may be taken

DETACHMENT	UNITS	UPGRADES	POINTS COST
Black Guardian Host	Two Farseer units and six Guardian units	Support Weapon Platforms, Wraithlord, Wraithguard	175
		OR Guardian Transport Up to three Guardian units may be replaced by Heavy Weapon Platforms at no cost	

Ulthwé Individuals

DETACHMENT	UNITS	UPGRADES	POINTS COST
0-1 Avatar	One Avatar	None	Free
0-1 Seer Council	Replace one Farseer unit with a Seer Council unit	None	100
0-1 Wraithgate	One Wraithgate webway portal	None	50

Ulthwé Troupes

Up to two troupes may be included for every host taken

DETACHMENT	UNITS	UPGRADES	POINTS COST
Engine of Vaul Troupe	Up to three EoVs below in any combination :- Cobra, Scorpion, Storm Serpent	Spirit Stones	250 each
Falcon Troupe	Five Falcon units	Firestorm, Spirit Stones	250
Aspect Troupe	Six Aspect Warrior units	Exarch, Aspect Transport	250
Fire Prism Troupe	Three Fire Prism units	Spirit Stones	250
Night Spinner Troupe	Three Night Spinner units	Spirit Stones	175
Ranger Troupe	Between Four and Eight Ranger units	None	25 each
War Walker Troupe	Six War Walker units	Spirit Stones	200
Windrider Troupe	Six Jetbike units	Spirit Stones, Vypers	200

Ulthwé Upgrades

Each formation may take up to four allowed upgrades

UPGRADE	UNITS	POINTS COST
Aspect Transport	Enough Falcon or Wave Serpent units to carry eligible aspect units in the formation. No empty transport spaces are allowed	65 per Falcon 50 per Wave Serpent
Exarch	Up to two Exarch Characters	25 each
Guardian Transport	Four Wave Serpent units	200
Firestorm	Replace up to two Falcon units with Firestorm units	0
Vyper	Replace any number of Jetbike units with Vyper units	0
Support Weapon Platforms	Three Support Weapon Platform units	50
Spirit Stones	Grants the formation the leader ability	25
Wraithlord	Three Wraithlord units	175
Wraithguard	Three Wraithguard units	150

Eldar Air, Space & Titans

FORMATION	UNITS	POINTS COST
0-1 Eldar Spacecraft	One Wraithship OR One Dragonship	150 300
Nightwings	Three Nightwing Interceptors	300
Phoenix Bombers	Three Phoenix Bombers	350
Vampire	One Vampire Raider	200
0-1 Warlock Titan	One Warlock Titan	850
Phantom Titan	One Phantom Titan	750
Revenants	Two Revenant Titans	650

Ulthwé
Initiative 2+ (Aspect Warriors & Avatar 1+)

Name	Type	Speed	Armour	Strategy Rating 5			Weapons	Initiative 2+ (Aspect Warriors & Avatar 1+)		Notes
				CC	FF	Range		Firepower		
Avatar	WE	15cm	3+	2+	5+	Wailing Doom	Base Contact AND 30cm	Assault Weapon, EA+1 MW MW5+	Commander, Fearless, Inspiring, Invulnerable Save, Walker DC 3, Crit -Avatar is destroyed. Formations with LOS gain one blast marker	
Cobra	WE	25cm	5+	6+	5+	Shuriken Cannon Cobra D Cannon Eldar Missile Launcher	30cm 30cm 45cm	AP5+ 2 BP, Ignore Cover, TK(D3 +1), FxF AP5+/AT6+/AA6+	DC3, Crit -Cobra is destroyed. Units within 5cm hit on 6+ Reinforced Armour, Skimmer	
Dark Reapers	Inf	15cm	5+	6+	3+	Reaper Missile Launcher	45cm	2 x AP5+		
Dire Avengers	Inf	15cm	5+	5+	4+	Shuriken Catapults	15cm	Small Arms, EA+1		
Exarch	CH	-	-	-	-	Exarch CC Weapon Exarch Ranged Wpn	Base Contact 15cm	Assault Weapon, EA+1 Small Arms, EA+1	Inspiring, DA,HB, Scorp & Spears gain CC wpn, DR, FD, SH & WS gain Rngd wpn. FD exarch EA is MW, HB EA is First Strike	
Falcon	AV	35cm	5+	6+	4+	Scatter Laster Falcon Pulse Laser	30cm 45cm	AP5+/AT5+ 2 x AT4+	Skimmer	
Farseer	Inf	15cm	4+	4+	5+	Witch Blades Shuriken Pistol	Base Contact 15cm	Assault Weapon, EA+1MW Small Arms	Commander, Invulnerable Save, Farsight. May Summon Avatar	
Fire Dragons	Inf	15cm	5+	5+	4+	Fusion Guns	15cm AND	Small Arms, MW MW5+		
Fire Prism	AV	35cm	5+	6+	5+	Prism Cannon	75cm	AP4+/AT4+/AA5+, Lance	Skimmer	
Firestorm	AV	35cm	5+	6+	4+	Firestorm Battery	45cm	2 x AP/AT5+/AA4+	Skimmer	
Guardian	Inf	15cm	-	6+	4+	Shuriken Catapults	15cm	Small Arms		
Heavy Weapon Platform	Inf	15cm	-	6+	5+	Scatter Laser	30cm	AP5+/AT5+		
Howling Banshees	Inf	15cm	5+	2+	5+	Banshee Mask Shuriken Pistol	Base Contact 15cm	Assault Weapon Small Arms	First Strike	
Jetbikes	Inf	35cm	5+	6+	4+	Shuriken Catapults	15cm	Small Arms	Mounted, Skimmer	
Night Spinner	AV	35cm	5+	6+	5+	Night Spinner	45cm	1 BP, Disrupt, Indirect	Skimmer	
Rangers	Inf	15cm	5+	5+	5+	Shuriken Pistol Long Rifles	15cm 30cm	Small Arms AP5+	Scout, Sniper	
Scorpion	WE	25cm	5+	6+	5+	Shuriken Cannon Scorpion Twin Pulsar	30cm 75cm	AP5+ 2 x MW2+	DC3, Crit - Scorpion is destroyed. Units within 5cm hit on 6+ Reinforced Armour, Skimmer	
Seer Council	Inf	15cm	4+	4+	4+	Witch Blades Eldar Psychic Powers	Base Contact 15cm	Assault Weapon, EA+1 MW Small Arms, EA+1 MW	Farsight, Invulnerable Save, Supreme Commander May Summon Avatar	
Shining Spears	Inf	35cm	4+	4+	5+	Power Lance	Base Contact	Assault Weapon, Lance	Mounted, Skimmer	
Striking Scorpions	Inf	15cm	4+	4+	5+	Mandiblasters Shuriken Pistol	Base Contact 15cm	Assault Weapon, EA+1 Small Arms		
Storm Serpent	WE	25cm	5+	6+	4+	Scatter Laser Storm Serpent Pulse Laser	30cm 45cm	AP5+/AT5+ 2 x AT3+	DC 3, Crit - SS is destroyed. Units within 5cm hit on 6+ Reinforced Armour, Skimmer	
Support Weapon Platform	Inf	15cm	-	6+	6+	D-Cannon	30cm	MW5+		
Swooping Hawks	Inf	35cm	5+	5+	4+	Lasblasters	15cm	Small Arms	Jump packs, Scout, Teleport	
Vyper	LV	35cm	4+	6+	5+	Scatter Laser	30cm	AP5+/AT5+	Skimmer	
War Walker	LV	20cm	6+	5+	5+	Scatter Laser Bright Lance	30cm 30cm	AP5+/AT5+ AT5+ Lance	Reinforced Armour, Scout, Walker	
Warp Spiders	Inf	15cm	4+	5+	4+	Death Spinner	15cm	Small Arms	First Strike, Infiltrator, Jump packs	
Wave Serpent	AV	35cm	5+	6+	4+	Twin Shuriken Cannon	30cm	AP4+	Reinforced Armour, Skimmer	
Wraithguard	Inf	15cm	4+	4+	4+	Wraithcannon	15cm AND	Small Arms, EA+1 MW 2 x MW5+	Fearless, Reinforced Armour	
Wraithlord	AV	15cm	4+	3+	4+	Power Fist Bright Lance	Base Contact 30cm	Assault Weapon, EA+1 MW AT5+ Lance	Fearless, Reinforced Armour, Walker	

Uthwé Air, Space and Titan

Name	Type	Speed	Armour	Strategy Rating NA		Uthwé Air & Space 2+, Titan 1+ initiative			Notes
				CC	FF	Weapons	Range	Firepower	
Nightwing Interceptor	AC	Fighter	4+	-	-	Twin Shuriken Cannon Twin Bright Lance	30cm 30cm	AP4+/AA5+, FxF AT4+/AA5+, FxF	
Phoenix Bomber	AC	Fighter / Bomber	5+	-	-	Night Spinner Array Twin Shuriken Cannon Phoenix Pulse Laser	15cm 30cm 45cm	1 BP, Disrupt, FxF AP4+/AA5+, FxF 2 x AT4+, FxF	Reinforced Armour
Vampire Raider	WE	Bomber	5+	-	-	Scatter Laser 2 x Vampire Pulse Laser	30cm 45cm	AP5+/AT5+/AA5+, FxF 2 x AT4+, FxF	DC 2, Crit - Vampire is destroyed Planetfall, Reinforced Armour
Dragonship	Spaceship	-	-	-	-	Orbital Bombardmnet	n/a	8 BP, MW	
							OR		
						2 x Pin-point Attack	n/a	MW2+, TK(D3)	
Wraithship	Spaceship	-	-	-	-	Orbital Bombardmnet	n/a	4 BP, MW	
						OR			
						Pin-point Attack	n/a	MW2+, TK(D3)	
Phantom Titan	WE	25cm	5+	3+	3+	0-1 Power Fist	Base Contact	Assault Weapon, EA+2 TK(D3)	DC 6, Crit - Holofields destroyed then 1 extra damage. Leader, Fearless, Holofields, Reinforced Armour, Walker. May be armed with 1 Power Fist and 1 Titan Pulsar or 2 Titan Pulsars.
							OR 15cm	Small Arms, EA+3	
							AND 30cm	6 x AP4+/AT4+	
						2 x Twin Eldar Missile Launchers	45cm	AP4+/AT5+/AA5+	
						1-2 Titan Pulsar	75cm	2 x MW3+ TK(1)	
Revenant Titan	WE	35cm	5+	4+	4+	2 x Revenant Pulse Laser	45cm	2 x MW3+	DC 3, Crit - Holofields destroyed then 1 extra damage
						2 x Eldar Missile Launcher	45cm	AP5+/AT6+/AA6+	Fearless, Holofields, Walker, Jump Pack
Warlock Titan	WE	25cm	5+	3+	3+	0-1 Power Fist	Base Contact	Assault Weapon, EA+2 TK(D3)	DC 6, Crit - Holofields destroyed then 1 extra damage. Commander, Farsight, Leader, Inspiring, Fearless, Holofields, Reinforced Armour, Walker. May be armed with 1 Power Fist or 1 Titan Pulsar and 1 Psychic Lance.
							OR 15cm	Small Arms, EA+3	
							AND 30cm	6 x AP4+/AT4+	
						Psychic Lance	15 cm	Small Arms, EA+2, TK(D3), IC	
							AND 30cm	3 BP, TK(D3), Disrupt, Ignore Cover	
						2 x Twin Eldar Missile Launchers	45cm	AP4+/AT5+/AA5+	
						0-1 Titan Pulsar	75cm	2 x MW3+ TK(1)	

Special Rules

Farsight	Eldar formations that include a unit with farsight may ignore the –1 Action test penalty when attempting to retain the initiative. In addition once per turn the Eldar player may attempt to retain the initiative twice in a row (i.e. Allowing the Eldar player to take 3 activations in a row). Any Eldar formation may be selected, including those without a unit with farsight, but at least one unit with farsight must be in play on the battlefield. The formation selected must still carry out an action test with a –1 modifier, unless the selected formation has a unit with farsight.
Hit & Run Tactics	Eldar formations that select an advance or double actions may choose to shoot either before or after each move, but may still only shoot once. If the formation chooses to double the –1 to hit penalty applies even if the shot is taken before moving. Eldar formations that win an assault may consolidate up to their speed value rather than the normal 5cms.
Holofields	Holofields provide Eldar titans with a 3+ saving throw. This save may always be taken even against weapons with either Macro Weapon or Titan killer abilities. If a titan has reinforced armour it may use it's re-roll unless hit by Lance, Macro Weapon or Titan killer attacks but the re-roll must use the titan's armour value. Hits that are saved by the holofield do not generate blast markers.
Lance	When units with reinforced armour are hit by a weapon with the lance ability they do not gain a reroll.
Webway Portals	Each webway portal selected in an Eldar army allows the player to place up to three formations in reserve. These formations will enter play by activating and moving onto the table through any webway portal during the game, measuring their first move from the position the portal occupies on the battlefield. Each webway portal may only be used once per turn. Only Infantry, Light Vehicles or Armoured Vehicles with the walker ability may use Webway Portals.
May Not Garrison	Only Eldar Ranger and War Walker formations are allowed to use the GT Scenario Garrison rule.
Spirit Stones	Formations that purchase the Spirit Stone upgrade gain the Leader ability. It should be noted that this is a formation wide ability and is not tied to any one unit within the formation.
Transport Capacity	Dragonship Up to twelve Vampire Raiders and any units that can be transported within their Falcon One of the following units :- Farseer, Guardian, Striking Scorpion, Howling Banshee, Fire Dragon, Dire Avenger, Dark Reaper or Swooping Hawk Vampire Up to eight of the following units :- Farseer, Guardian, Striking Scorpion, Howling Banshee, Fire Dragon, Swooping Hawk, Dark Reaper, Warp Spider, Heavy Weapon Platform, Support Weapon Platforms, Wraithguard & Rangers Wave Serpent Up to two of the following units :- Farseer, Guardian, Striking Scorpion, Howling Banshee, Fire Dragon, Dire Avenger, Dark Reaper or Swooping Hawk

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