

# ***Company Based Epic Armies – Eldar***

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## **Eldar Units**

An Eldar squad typically consists of 1 or 2 fireteams (stands). Detachments consist of 2 squads. War Hosts consist of 2 Detachments plus supporting units.

A War Host is roughly equivalent to a company. An Eldar Detachment is equivalent to a platoon. Both units are typically smaller than the equivalent Imperial units.

Eldar forces are designed for flexibility and have a higher percentage of support forces than other races. Except in rare circumstances, the Eldar are always mechanized. Guardians and leaders rely on the Falcon for transport. Aspect Warriors utilize the Wave Serpent.

## **Design Notes**

I've made the Eldar forces considerably smaller than other armies. This has the dual affect of making them more flexible as well as more fragile. I think both of these traits reflect the Eldar.

I debated on whether to make both the Falcon and Wave Serpent available to both Guardian and Aspect Warrior units. In the end I decided to keep Falcons for Guardians and Wave Serpents for Aspect Warriors. This reflects much of the Eldar literature and organization of older versions of Epic. On a practical side, it keeps down the number of detachment choices. Lastly it seems to somewhat level out unit capabilities: the stronger Falcon balances the weaker Guardians, while weaker Wave Serpents are balanced by the stronger Aspect Warriors.

## **Dying Race**

In addition to the normal morale reductions for half strength detachments, any detachment that is wiped out (or war machine that is wrecked or destroyed) reduces moral by an additional d3 points.

## **Strategy Rating**

Eldar forces have a Strategy Rating of 5

## **Potential Allies**

Forces of the Imperium

## Command Units

### Eldar Avatar Command

**Usage:** The Avatar Command is the commander of the army and is a company level unit. As a result there should only be 1 Avatar Command per army. This unit is situated several levels higher on the organizational chart than the regimental battles are typically reenacted in Epic, so it is very unusual to actually field it in a battle. The Avatar Command is centered on the Craftworld's avatar of their god. It is truly a fierce foe to face. The Avatar strides into battle alone with the army Farseer and a bodyguard of hand picked troops. As a result the Avatar command is not as mobile as other units in the Eldar army.

**Frequency:** Very Uncommon

| Command                      |                |                  |                |
|------------------------------|----------------|------------------|----------------|
| Take 1 Avatar and 1 Farseer. |                |                  |                |
| <b>1 Avatar</b>              | <b>40 pts.</b> | <b>1 Farseer</b> | <b>50 pts.</b> |
| 1 Avatar                     |                | 1 Farseer stand  |                |

| Bodyguard  |                |   |                |
|--|----------------|---|----------------|
| Take 2 detachments   |                |   |                |
| <b>Aspect Warrior Detachment</b>                               | <b>20 pts.</b> | <b>Swooping Hawk Detachment</b>                             | <b>28 pts.</b> |
| 2 Aspect Warrior squads<br>(each with 1 Aspect Warrior* stand) |                | 2 Swooping Hawk squads<br>(each with 1 Swooping Hawk stand) |                |
| * Not Dark Reapers, Swooping Hawks, or Warp Spiders.           |                | <b>Warp Spider Detachment</b>                               | <b>28 pts.</b> |
| <b>Dark Reaper Detachment</b>                                  | <b>40 pts.</b> | 2 Warp Spider squads (each with 1 Warp Spider stand)        |                |
| 2 Dark Reaper squads (each with 1 Dark Reaper stand)           |                | <b>Wraithguard Detachment</b>                               | <b>48 pts.</b> |
| <b>Dreadnought Detachment</b>                                  | <b>56 pts.</b> | 2 Wraithguard Squads (each with 1 Wraithguard stand)        |                |
| 2 Dreadnoughts   |                |   |                |
| <b>Guardian Detachment</b>                                     | <b>32 pts.</b> |   |                |
| 2 Defender squads (each with 2 Guardian stands)                |                |   |                |

| Anti-Aircraft Support     |                |  |  |
|---------------------------|----------------|--|--|
| May include a Fire Prism. |                |  |  |
| <b>Fire Prism</b>         | <b>40 pts.</b> |  |  |
| 1 Fire Prism              |                |  |  |

**Chain of Command:** Commander > Any Aspect Warrior unit > Any other unit.

**Notes:** Detachments that have their HQ within 12" of the Commander become Stubborn. If the Commander (not just the bodyguard) participates in an assault or firefight you may re-roll dice for the combat.

# Eldar Command

**Usage:** The Eldar Command is the regimental command unit for the Eldar. It is a company level unit. Typically there will be at most one Eldar Command unit in a typical Epic battle; although multiple Eldar Command units may be used in especially large battles. Like other Eldar units it is very mobile and flexible.

**Frequency:** Common

## Commanders

Take 1 Farseer

|                           |                |  |
|---------------------------|----------------|--|
| <b>1 Farseer</b>          | <b>79 pts.</b> |  |
| 1 Farseer stand, 1 Falcon |                |  |

## Bodyguard

Take 2 detachments

|  |                |   |  |                 |
|--|----------------|---|--|-----------------|
| <b>Aspect Warrior Mounted Detachment</b>                                       | <b>76 pts.</b> | <b>Guardian Mounted Detachment</b>                                      |  | <b>132 pts.</b> |
| 2 Aspect Warrior squads<br>(each with 1 Aspect Warrior* stand, 1 Wave Serpent) |                | 2 Guardian squads<br>(each with 2 Guardian stands, 2 Falcons)           |  |                 |
| * Not Dark Reapers, Swooping Hawks, or Warp Spiders.                           |                | <b>Jetbike Detachment</b>   |  |                 |
| <b>Dark Reaper Mounted Detachment (max of 1)</b>                               |                | <b>60 pts.</b>  |  |                 |
| 2 Dark Reaper squads<br>(each with 1 Dark Reaper stand, 1 Wave Serpent)        |                | 2 Jetbike squads (each with 2 Jetbike stands)                           |  |                 |
| <b>Falcon Detachment</b>   |                | <b>Vyper Detachment</b>   |  |                 |
| 2 Falcons  |                | 2 Vypers  |  |                 |
| <b>Fire Prism Detachment</b>   |                | <b>Wraithguard Mounted Detachment</b>                                   |  |                 |
| 2 Fire Prisms  |                | 2 Wraithguard Squads<br>(each with 1 Wraithguard stand, 1 Wave Serpent) |  |                 |
|  |                | <b>104 pts.</b>   |  |                 |

## Anti-Aircraft Support

May include a Fire Prism.

|                   |                |  |
|-------------------|----------------|--|
| <b>Fire Prism</b> | <b>40 pts.</b> |  |
| 1 Fire Prism      |                |  |

**Chain of Command:** Commander > Any Aspect Warrior unit > Any other unit.

**Notes:** Detachments that have their HQ within 12" of the Commander become Stubborn. If the Commander (not just the bodyguard) participates in an assault or firefight you may re-roll dice for the combat.

## Line Units

### Eldar Aspect Warrior War Host

**Usage:** The Aspect Warrior War Host is an elite force that centers on a Craftworld's aspect warriors. Like most Eldar forces it is very mobile and flexible.

**Frequency:** Common

| Command                         |                |
|---------------------------------|----------------|
| Take 1 Farseer.                 |                |
| <b>1 Farseer</b>                | <b>78 pts.</b> |
| 1 Farseer stand, 1 Wave Serpent |                |

| Main Force   |                |   |                |
|--|----------------|---|----------------|
| Take 2 detachments   |                |   |                |
| <b>Aspect Warrior Mounted Detachment</b>                                       | <b>76 pts.</b> | <b>Swooping Hawk Detachment (max of 1)</b>                  | <b>28 pts.</b> |
| 2 Aspect Warrior squads<br>(each with 1 Aspect Warrior* stand, 1 Wave Serpent) |                | 2 Swooping Hawk squads<br>(each with 1 Swooping Hawk stand) |                |
| * Not Dark Reapers, Swooping Hawks, or Warp Spiders.                           |                | <b>Warp Spider Detachment (max of 1)</b>                    | <b>28 pts.</b> |
| <b>Dark Reaper Mounted Detachment (max of 1)</b>                               | <b>96 pts.</b> | 2 Warp Spider squads (each with 1 Warp Spider stand)        |                |
| 2 Dark Reaper squads<br>(each with 1 Dark Reaper stand, 1 Wave Serpent)        |                |   |                |

| Support                                       |                |   |                 |
|---|----------------|---|-----------------|
| Choose up to 1 Detachment for support         |                |   |                 |
| <b>Falcon Detachment</b>                      | <b>58 pts.</b> | <b>Scout Detachment</b>   | <b>40 pts.</b>  |
| 2 Falcons                                     |                | 2 Scout squads (each with 2 Scout stands)                               |                 |
| <b>Fire Prism Detachment</b>                  | <b>80 pts.</b> | <b>Vyper Detachment</b>   | <b>44 pts.</b>  |
| 2 Fire Prisms                                 |                | 2 Vypers  |                 |
| <b>Jetbike Detachment</b>                     | <b>60 pts.</b> | <b>Wraithguard Mounted Detachment</b>                                   | <b>104 pts.</b> |
| 2 Jetbike squads (each with 2 Jetbike stands) |                | 2 Wraithguard Squads<br>(each with 1 Wraithguard stand, 1 Wave Serpent) |                 |
| <b>Night Spinner Detachment</b>               | <b>82 pts.</b> |   |                 |
| 2 Night Spinners                              |                |   |                 |

| Anti-Aircraft Support     |                |
|---------------------------|----------------|
| May include a Fire Prism. |                |
| <b>Fire Prism</b>         | <b>40 pts.</b> |
| 1 Fire Prism              |                |

**Chain of Command:** Farseer > Any Aspect Warrior unit > Any other unit.

## Eldar Defender War Host

**Usage:** The Defender War Host is a defensive formation that is sometimes used to defend outposts and positions. It lacks the transport ability of most Eldar forces and concentrates on firepower and defensive characteristics. They contain many of the slower units, such as the Dreadnought and Anti-Grav Support Platform that are too slow to keep up with the Guardian and Aspect Warrior War Hosts.

**Frequency:** Common

| <b>Command</b>                      |                |
|-------------------------------------|----------------|
| Take 1 Farseer.                     |                |
| <b>1 Farseer</b><br>1 Farseer stand | <b>50 pts.</b> |

| <b>Main Force</b>   |                |
|---|----------------|
| Take 2 detachments  |                |
| <b>Guardian Detachment</b><br>2 Defender squads (each with 2 Guardian stands) | <b>32 pts.</b> |

| <b>Support</b>   |                |  |                |
|--|----------------|--|----------------|
| Choose up to 1 Detachment for support  |                |  |                |
| <b>Aspect Warrior Detachment</b><br>2 Aspect Warrior squads<br>(each with 1 Aspect Warrior* stand)<br>* Not Dark Reapers, Swooping Hawks, or Warp Spiders. | <b>20 pts.</b> | <b>Support Platform Detachment</b><br>2 Support Platforms                                      | <b>36 pts.</b> |
| <b>Dark Reaper Detachment</b><br>2 Dark Reaper squads (each with 1 Dark Reaper stand)  | <b>40 pts.</b> | <b>Swooping Hawk Detachment</b><br>2 Swooping Hawk squads<br>(each with 1 Swooping Hawk stand) | <b>28 pts.</b> |
| <b>Dreadnought Detachment</b><br>2 Dreadnoughts  | <b>56 pts.</b> | <b>War Walker Detachment</b><br>2 War Walkers  | <b>48 pts.</b> |
| <b>Night Spinner Detachment</b><br>2 Night Spinners  | <b>82 pts.</b> | <b>Warp Spider Detachment</b><br>2 Warp Spider squads (each with 1 Warp Spider stand)          | <b>28 pts.</b> |
| <b>Scout Detachment</b><br>2 Scout squads (each with 2 Scout stands)   | <b>40 pts.</b> | <b>Wraithguard Detachment</b><br>2 Wraithguard Squads (each with 1 Wraithguard stand)          | <b>48 pts.</b> |

| <b>Anti-Aircraft Support</b>      |                |
|-----------------------------------|----------------|
| May include a Fire Prism.         |                |
| <b>Fire Prism</b><br>1 Fire Prism | <b>40 pts.</b> |

**Chain of Command:** Farseer > Any Aspect Warrior unit > Any other unit.

## Eldar Guardian War Host

**Usage:** The Guardian War Host is the standard war unit of most Craftworlds. It relies on the citizen warriors of the Eldar, the Guardians, and the superb vehicles created by the Eldar's advanced technologies. Like most Eldar forces it is designed to be mobile and flexible.

**Frequency:** Very Common

| <b>Command</b>                                |                |
|---|----------------|
| Take 1 Farseer.                               |                |
| <b>1 Farseer</b><br>1 Farseer stand, 1 Falcon | <b>79 pts.</b> |

| <b>Main Force</b>   |                 |
|---|-----------------|
| Take 2 detachments  |                 |
| <b>Falcon Detachment</b><br>2 Falcons   | <b>58 pts.</b>  |
| <b>Guardian Mounted Detachment</b><br>2 Guardian squads<br>(each with 2 Guardian stands, 2 Falcons) | <b>132 pts.</b> |

| <b>Support</b>   |                |  |                 |
|--|----------------|--|-----------------|
| Choose up to 1 Detachment for support  |                |  |                 |
| <b>Aspect Warrior Mounted Detachment</b><br>2 Aspect Warrior squads<br>(each with 1 Aspect Warrior* stand, 1 Wave Serpent)<br>* Not Dark Reapers, Swooping Hawks, or Warp Spiders. | <b>76 pts.</b> | <b>Scout Detachment</b><br>2 Scout squads (each with 2 Scout stands)   | <b>40 pts.</b>  |
| <b>Dark Reaper Mounted Detachment</b><br>2 Dark Reaper squads<br>(each with 1 Dark Reaper stand, 1 Wave Serpent)   | <b>96 pts.</b> | <b>Swooping Hawk Detachment</b><br>2 Swooping Hawk squads<br>(each with 1 Swooping Hawk stand)                   | <b>28 pts.</b>  |
| <b>Fire Prism Detachment</b><br>2 Fire Prisms  | <b>80 pts.</b> | <b>Vyper Detachment</b><br>2 Vypers  | <b>44 pts.</b>  |
| <b>Jetbike Detachment</b><br>2 Jetbike squads (each with 2 Jetbike stands)   | <b>60 pts.</b> | <b>Warp Spider Detachment</b><br>2 Warp Spider squads (each with 1 Warp Spider stand)                            | <b>28 pts.</b>  |
| <b>Night Spinner Detachment</b><br>2 Night Spinners  | <b>82 pts.</b> | <b>Wraithguard Mounted Detachment</b><br>2 Wraithguard Squads<br>(each with 1 Wraithguard stand, 1 Wave Serpent) | <b>104 pts.</b> |

| <b>Anti-Aircraft Support</b>      |                |
|-----------------------------------|----------------|
| May include a Fire Prism.         |                |
| <b>Fire Prism</b><br>1 Fire Prism | <b>40 pts.</b> |

**Chain of Command:** Farseer > Any Aspect Warrior unit > Any other unit.

## Eldar Harlequin War Host

**Usage:** The Harlequin War Host consists of the Eldar's most enigmatic forces, the Harlequins. These colorful forces dazzle opponents with their show, but are extremely dangerous, especially in close combat.

**Frequency:** Common

| Command   |   |
|---|---|
| Take 1 commander  |   |
| <b>Great Harlequin</b><br>1 Great Harlequin stand, 1 Wave Serpent | <b>Shadow Seer</b><br>1 Shadow Seer stand, 1 Wave Serpent |
| <b>73 pts.</b>  | <b>83 pts.</b>  |

| Main Force   |  |
|--|--|
| Take 2 detachments   |  |
| <b>Harlequin Detachment</b><br>2 Harlequin squads (each with 2 Harlequin stands) |  |
| <b>40 pts.</b>   |  |

| Anti-Aircraft Support             |  |
|-----------------------------------|--|
| May include a Fire Prism.         |  |
| <b>Fire Prism</b><br>1 Fire Prism |  |
| <b>40 pts.</b>                    |  |

**Chain of Command:** Great Harlequin > Shadow Seer > Any Harlequin unit.

## Eldar Harlequin Wind Rider War Host

**Usage:** Harlequins, like other Eldar, find Jetbikes very appealing. Occasionally they will form a Wind Rider host of their own. These become very fast and dangerous shock troops for the Eldar.

**Frequency:** Uncommon

| Command  |  |
|--|--|
| Take 1 commander                                     |  |
| <b>Great Harlequin</b><br>1 Great Harlequin on Vyper | <b>Shadow Seer</b><br>1 Shadow Seer on Vyper |
| <b>60 pts.</b>                                       | <b>70 pts.</b>                               |

| Main Force  |  |
|---|--|
| Take 2 detachments  |  |
| <b>Harlequin Jetbike Detachment</b><br>2 Harlequin Jetbike squads<br>(each with 2 Harlequin Jetbike stands) |  |
| <b>60 pts.</b>  |  |

**Chain of Command:** Great Harlequin > Shadow Seer > Any Harlequin unit.

## Eldar Wind Rider War Host

**Usage:** The Wind Rider War Host is the bane of many of the Eldar's enemies. It is a unit made up entirely of extremely fast units such as Jet Bikes and Vypers. Used properly it can surprise an unprepared enemy and cause incredible damage to the enemies rear or flank.

**Frequency:** Common

### Command

Take 1 Farseer.

**1 Farseer**

**65 pts.**

1 Farseer on Vyper

### Main Force

Take 2 detachments

**Jetbike Detachment**

**60 pts.**

2 Jetbike squads (each with 2 Jetbike stands)

### Support

Choose up to 1 Detachment for support

**Vyper Detachment**

**44 pts.**

2 Vypers

**Chain of Command:** Farseer > Any Aspect Warrior unit > Any other unit.

## War Engine Units

### Eldar Engines of Vaul War Host

**Usage:** The Engines of Vaul War Host is the heavy armor of the Eldar forces. It consists of the super heavy Cobra and Scorpion tanks, plus support units to protect them.

**Frequency:** Common

| <b>Main Force</b>                             |                 |   |                 |
|---|-----------------|---|-----------------|
| Take 2 vehicles                               |                 |   |                 |
| <b>Cobra Super Heavy Grav-Tank</b><br>1 Cobra | <b>110 pts.</b> | <b>Scorpion Super Heavy Grav-Tank</b><br>1 Scorpion | <b>110 pts.</b> |

| <b>Support</b>   |                 |  |                 |
|--|-----------------|--|-----------------|
| Choose up to 1 Detachment for support  |                 |  |                 |
| <b>Aspect Warrior Mounted Detachment</b><br>2 Aspect Warrior squads<br>(each with 1 Aspect Warrior* stand, 1 Wave Serpent)<br>* Not Dark Reapers, Swooping Hawks, or Warp Spiders. | <b>76 pts.</b>  | <b>Jetbike Detachment</b><br>2 Jetbike squads (each with 2 Jetbike stands)                                       | <b>60 pts.</b>  |
| <b>Dark Reaper Mounted Detachment</b><br>2 Dark Reaper squads<br>(each with 1 Dark Reaper stand, 1 Wave Serpent)   | <b>96 pts.</b>  | <b>Night Spinner Detachment</b><br>2 Night Spinners  | <b>82 pts.</b>  |
| <b>Fire Prism Detachment</b><br>2 Fire Prisms  | <b>80 pts.</b>  | <b>Vyper Detachment</b><br>2 Vyers   | <b>44 pts.</b>  |
| <b>Guardian Mounted Detachment</b><br>2 Guardian squads<br>(each with 2 Guardian stands, 2 Falcons)  | <b>132 pts.</b> | <b>Wraithguard Mounted Detachment</b><br>2 Wraithguard Squads<br>(each with 1 Wraithguard stand, 1 Wave Serpent) | <b>104 pts.</b> |

| <b>Anti-Aircraft Support</b>      |                |
|-----------------------------------|----------------|
| May include a Fire Prism.         |                |
| <b>Fire Prism</b><br>1 Fire Prism | <b>40 pts.</b> |

**Chain of Command:** Cobra/Scorpion > Any Aspect Warrior unit > Any other unit.

## Eldar Titan War Host

**Usage:** The Titan War Host features the graceful and deadly titans of the Eldar armed forces.

**Frequency:** Common

| <b>Main Force</b>                                     |                 |   |                 |
|---|-----------------|---|-----------------|
| Take 1 selection                                      |                 |   |                 |
| <b>Phantom Titan</b><br>1 Phantom Titan               | <b>380 pts.</b> | <b>Warlock Titan</b><br>1 Warlock Titan | <b>390 pts.</b> |
| <b>Revenant Titan Detachment</b><br>2 Revenant Titans | <b>370 pts.</b> |   |                 |

| <b>Support</b>   |                 |  |                 |
|--|-----------------|--|-----------------|
| Choose up to 1 Detachment for support  |                 |  |                 |
| <b>Aspect Warrior Mounted Detachment</b><br>2 Aspect Warrior squads<br>(each with 1 Aspect Warrior* stand, 1 Wave Serpent)<br>* Not Dark Reapers, Swooping Hawks, or Warp Spiders. | <b>76 pts.</b>  | <b>Night Spinner Detachment</b><br>2 Night Spinners  | <b>82 pts.</b>  |
| <b>Dark Reaper Mounted Detachment</b><br>2 Dark Reaper squads<br>(each with 1 Dark Reaper stand, 1 Wave Serpent)   | <b>96 pts.</b>  | <b>Swooping Hawk Detachment</b><br>2 Swooping Hawk squads<br>(each with 1 Swooping Hawk stand)                   | <b>28 pts.</b>  |
| <b>Fire Prism Detachment</b><br>2 Fire Prisms  | <b>80 pts.</b>  | <b>Vyper Detachment</b><br>2 Vypers  | <b>44 pts.</b>  |
| <b>Guardian Mounted Detachment</b><br>2 Guardian squads<br>(each with 2 Guardian stands, 2 Falcons)  | <b>132 pts.</b> | <b>Warp Spider Detachment</b><br>2 Warp Spider squads (each with 1 Warp Spider stand)                            | <b>28 pts.</b>  |
| <b>Jetbike Detachment</b><br>2 Jetbike squads (each with 2 Jetbike stands)   | <b>60 pts.</b>  | <b>Wraithguard Mounted Detachment</b><br>2 Wraithguard Squads<br>(each with 1 Wraithguard stand, 1 Wave Serpent) | <b>104 pts.</b> |

| <b>Anti-Aircraft Support</b>      |                |
|-----------------------------------|----------------|
| May include a Fire Prism.         |                |
| <b>Fire Prism</b><br>1 Fire Prism | <b>40 pts.</b> |

**Chain of Command:** Titan > any other unit

## Flyer Units

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### Eldar Fleet Detachment

**Usage:** The Fleet Detachment is a small element of a Fleet War Host. Often an entire Fleet War Host is too much for a small battle, so a Detachment is called in. These Detachments invariably consist of Night Wing fighters.  
**Frequency:** Common

| Command                    |         |
|----------------------------|---------|
| Must pay for a War Host HQ |         |
| 1 Detachment HQ            | 15 pts. |

| Main Force   |         |
|--|---------|
| Take 1 detachment                                  |         |
| Night Wing Interceptor Detachment<br>2 Night Wings | 80 pts. |

**Chain of Command:** Any unit

### Eldar Fleet War Host

**Usage:** The Fleet War Host is the air army of the Eldar military forces. It includes agile fighters and bombers as well as transport spacecraft.  
**Frequency:** Common

| Command                    |         |
|----------------------------|---------|
| Must pay for a War Host HQ |         |
| 1 War Host HQ              | 25 pts. |

| Main Force   |         |                             |
|--|---------|-----------------------------|
| Take 2 selections                                  |         |                             |
| Night Wing Interceptor Detachment<br>2 Night Wings | 80 pts. | Vampire Raider<br>1 Vampire |
| Phoenix Bomber<br>1 Phoenix                        | 50 pts. | 60 pts.                     |

| Support  |         |
|--|---------|
| Choose up to 1 Detachment for support              |         |
| Night Wing Interceptor Detachment<br>2 Night Wings | 80 pts. |

**Chain of Command:** Any unit

## Common Eldar Detachments

These are the detachments that are commonly used by the Eldar. Occasionally you might need to put together a force that doesn't follow the normal Eldar War Host lists and these can be helpful.

| Infantry Detachments   |                 |  |                 |
|--|-----------------|--|-----------------|
| <b>Aspect Warrior Detachment</b><br>2 Aspect Warrior squads<br>(each with 1 Aspect Warrior* stand)<br>* Not Dark Reapers, Swooping Hawks, or Warp Spiders.                         | <b>20 pts.</b>  | <b>Harlequin Detachment</b><br>2 Harlequin squads (each with 2 Harlequin stands)                                 | <b>40 pts.</b>  |
| <b>Aspect Warrior Mounted Detachment</b><br>2 Aspect Warrior squads<br>(each with 1 Aspect Warrior* stand, 1 Wave Serpent)<br>* Not Dark Reapers, Swooping Hawks, or Warp Spiders. | <b>76 pts.</b>  | <b>Scout Detachment</b><br>2 Scout squads (each with 2 Scout stands)   | <b>40 pts.</b>  |
| <b>Dark Reaper Detachment</b><br>2 Dark Reaper squads (each with 1 Dark Reaper stand)  | <b>40 pts.</b>  | <b>Support Platform Detachment</b><br>2 Support Platforms  | <b>36 pts.</b>  |
| <b>Dark Reaper Mounted Detachment</b><br>2 Dark Reaper squads<br>(each with 1 Dark Reaper stand, 1 Wave Serpent)   | <b>96 pts.</b>  | <b>Swooping Hawk Detachment</b><br>2 Swooping Hawk squads<br>(each with 1 Swooping Hawk stand)                   | <b>28 pts.</b>  |
| <b>Guardian Detachment</b><br>2 Defender squads (each with 2 Guardian stands)  | <b>32 pts.</b>  | <b>Warp Spider Detachment</b><br>2 Warp Spider squads (each with 1 Warp Spider stand)                            | <b>28 pts.</b>  |
| <b>Guardian Mounted Detachment</b><br>2 Guardian squads<br>(each with 2 Guardian stands, 2 Falcons)  | <b>132 pts.</b> | <b>Wraithguard Detachment</b><br>2 Wraithguard Squads (each with 1 Wraithguard stand)                            | <b>48 pts.</b>  |
|  |                 | <b>Wraithguard Mounted Detachment</b><br>2 Wraithguard Squads<br>(each with 1 Wraithguard stand, 1 Wave Serpent) | <b>104 pts.</b> |

| Vehicle Detachments   |                |  |                |
|---|----------------|--|----------------|
| <b>Dreadnought Detachment</b><br>2 Dreadnoughts   | <b>56 pts.</b> | <b>Jetbike Detachment</b><br>2 Jetbike squads (each with 2 Jetbike stands) | <b>60 pts.</b> |
| <b>Falcon Detachment</b><br>2 Falcons   | <b>58 pts.</b> | <b>Night Spinner Detachment</b><br>2 Night Spinners                        | <b>82 pts.</b> |
| <b>Fire Prism Detachment</b><br>2 Fire Prisms   | <b>80 pts.</b> | <b>Vyper Detachment</b><br>2 Vypers  | <b>44 pts.</b> |
| <b>Harlequin Jetbike Detachment</b><br>2 Harlequin Jetbike squads<br>(each with 2 Harlequin Jetbike stands) | <b>60 pts.</b> | <b>War Walker Detachment</b><br>2 War Walkers                              | <b>48 pts.</b> |

| Flyer Detachments   |                |                                    |                |
|---|----------------|------------------------------------|----------------|
| <b>Night Wing Interceptor Detachment</b><br>2 Night Wings | <b>80 pts.</b> | <b>Vampire Raider</b><br>1 Vampire | <b>60 pts.</b> |
| <b>Phoenix Bomber</b><br>1 Phoenix                        | <b>50 pts.</b> |                                    |                |

| Anti-Aircraft Support             |                |  |  |
|-----------------------------------|----------------|--|--|
| May include a Fire Prism.         |                |  |  |
| <b>Fire Prism</b><br>1 Fire Prism | <b>40 pts.</b> |  |  |