

### ELDAR KNIGHTS SUPPORT FORMATION

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

FORMATION	UNITS	COST
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

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NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
TOWERING DESTROYER	WE	20 cm	5+	4+	5+	Destroyer Cannon Destroyer Laser	30cm 45cm (15cm)	2X AP4+ 2X AT4+ Small Arms, EA(+1)	<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>
						Destroyer Sabres	(bc)	Assault Weapons, EA(+2),	
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>