

# The battle of the dancing ghosts

## CADIAN ARMY



### DESCRIZIONE ARMATA

In questa sezione vanno descritte nei minimi dettagli tutte le formazioni, con gli effettivi componenti di ognuna, e il loro valore in punti. L'unità più costosa, deve essere contrassegnata con tra parentesi (break the spirits). Vanno segnati i punti struttura dei titani residui, e dove risiede il supreme commander.

\* **Karskin combat squad 250 + 50 +100 +100 = 500 pt**

- 1 karskin commander
- 8 karskin combat
- 4 karskin combat squad 100pt
- 4 karskin assault squad 100pt
- 1 hydra 50pt

*support*

**1 capitol imperialis 500pt SUPREME COMMANDER**

**cadian snipers 100pt**

- 4 cadian snipers

\* **Karskin combat squad 250 + 50 +100 +100 = 500 pt**

- 1 karskin commander
- 8 karskin combat
- 4 karskin combat squad 100pt
- 4 karskin assault squad 100pt
- 1 hydra 50pt

*support*

\* **Infantry detachment 250 + 175 + 100 + 50 = 575 pt**

- 1 commander
- 12 fanti
- 4 supporti di fuoco 100
- 1 baneblade 175
- 1 hydra 50

*support*

**Cadian youth army 150pt**

- 1 commander
- 12 cadian youth

**Stormtrooper on valkyrie 350pt**

\* **Infantry detachment 250 + 175 + 50 + 150 + 100 = 625 pt**

- 1 commander
- 12 fanti
- 7 chimera 175
- 1 hydra 50
- 3 hellhound 150pt

\* **Tank company 450 + 50 = 500 pt**

- 1 vanquisher
- 6 leman russ
- 1 hydra

*support*

**Sentinel 100pt**

**Vulture squadron 300 pt**

\* **Tank company 450 + 50 = 500 pt**

- 1 vanquisher
- 6 leman russ
- 1 hydra

\* **Artillery company 400 + 50 = 450 pt**

- 6 basilisk
- 1 hydra

*support*

**Manticore artillery 250 pt**

\* **Super Heavy tank company 500 + 50 = 550 pt**

- 3 stormblade
- 1 hydra

*support*

**shadowsword 200 pt**

**shadowsword 200 pt**

**Thunder bolt 150pt**

- 2 thunderbolt

## ELDAR ALAITOC ARMY



**NO AVATAR!**

**Magnate, Subest Sol'es - 1.200pt - supreme commander, break the spirits**

Type	Speed	Armor	Close Combat	Firefight
War Engine	25cm	5+	3+	3+
Weapon	Range	Firepower	Notes	
2 x Twin Eldar Missile Launchers	45cm	AP4+ / AT5+ / AA5+	--	
(1) Fusion Lance	60cm	MW2+	Titan Killer (4-1 per 15cm range to target)	
(1) Titan D-Cannon	45cm	D3+1BP	Macro-weapon, Titan Killer (D6)	
War Pedes	Base Contact	Assault Weapons	Extra Attack (+2),	
Macro-Weapon, Titan Killer (D2)				

**Critical Hit Effect:** The holofield projector mounted in the Phantom's wings is badly damaged and will no longer work. The Phantom loses its holofield save for the rest of the battle. Any further critical hits will cause an additional point of damage.

**Notes:** Supreme Commander, Inspiring, Holofield, Damage capacity 9, Reinforced Armor, Walker, Fearless, Infiltrator. The titan may jump over units and impassable or dangerous terrain that is 4cm high and up to 6 cm wide. **Lucent Scepter:** When the Magnate is armed with this weapon, all Eldar formations within 30cm will be endowed with the Fearless and Inspiring abilities.

**support formation**

- **Falcon grav tank 250pt**

- 1 firestorm
- 4 falcon

- **Guardian warhost 275 pt**

- 1 farseer
- 5 guardian
- 3 wave serpent

- **Night spinner troupe 175 pt**

- 3 night spinner

**Sentry Titan - 425 pt**

Type	Speed	Armor	Close Combat	Firefight
War Engine	30cm	5+	4+	3+
Weapon	Range	Firepower	Notes	
2 x D-Cannons	30cm	2 BP	Front Arc, Titan Killer (D3+1)	
Canopy Mounted Lasers	(15cm)	Small Arms	Extra Attacks (+1)	

**Critical Hit Effect:** Weapon coils on the D-Cannon have been struck and cause an overload in the system. The Titan and all units within 5cm take a TK(D3+1) hit (no save).

**Notes:** Holofield, Damage capacity 3, Reinforced Armor, Fearless, Walker. May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2 cm wide.

**support formation**

- **war walker troupe 200pt**

- 6 warwalker

- **ranger troupe 100pt**

- 4 ranger

**Revenant Titan - 350 pt**

Type	Speed	Armor	Close Combat	Firefight
War Engine	35cm	5+	4+	4+
Weapon	Range	Firepower	Notes	
2 x Revenant Pulse Lasers	45cm	2 x MW4+	pulse	
2 x Eldar Missile Launchers	45cm	AP5+ / AT6+ / AA6+	--	

**Critical Hit Effect:** The Revenant's Holofield generator is destroyed. The unit may no longer take holofield saves for the remainder of the game. Any further critical hits will immediately destroy the Titan.

**Notes:** Holofield, Damage capacity 3, Fearless, Jump Pack, Walker. May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2 cm wide. The Revenant's weapons may fire all round due to the Titan's exceptional maneuverability.

**Phantom Titan - 750 pt**

Type	Speed	Armor	Close Combat	Firefight
War Engine	25cm	5+	3+	3+
Weapon	Range	Firepower	Notes	
2 x Twin Eldar Missile Launchers	45cm	AP4+ / AT5+ / AA5+	--	
(2) Titan Pulsars	75cm	MW3+	Titan Killer (1), pulse	

**Critical Hit Effect:** The holofield projector mounted in the Phantom's wings is badly damaged and will no longer work. The Phantom loses its holofield save for the rest of the battle. Any further critical hits will cause an additional point of damage.

**Notes:** Holofield, Damage Capacity 6, Walker. May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2 cm wide, Reinforced Armor, Fearless. May be armed with any two different weapons from the above list. The Warlock's weapons may fire all round due to the Titan's exceptional maneuverability.

**Phantom Titan - 750 pt**

Type	Speed	Armor	Close Combat	Firefight
War Engine	25cm	5+	3+	3+
Weapon	Range	Firepower	Notes	
2 x Twin Eldar Missile Launchers	45cm	AP4+ / AT5+ / AA5+	--	
(1) Titan Pulsars	75cm	MW3+	Titan Killer (1), pulse	
(1) Power Fist	30cm	6 x AP4+ / AT4+	--	
OR (Fist Mounted Lasers)	(15cms)	Small Arms	Extra Attacks (+3)	
OR (Fist Attack)	(Base Contact)	Assault Weapons	Extra Attacks (+2), Titan Killer D3	

**Critical Hit Effect:** The holofield projector mounted in the Phantom's wings is badly damaged and will no longer work. The Phantom loses its holofield save for the rest of the battle. Any further critical hits will cause an additional point of damage.

**Notes:** Holofield, Damage Capacity 6, Walker. May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2 cm wide, Reinforced Armor, Fearless. May be armed with any two different weapons from the above list. The Warlock's weapons may fire all round due to the Titan's exceptional maneuverability.

**support**

- **Aspect warrior warhost shining spear 250 pt**

- 1 shining spear + (1 exarch)
- 5 shining spear

- **Aspect warrior warhost 250 pt**

- 1 dark reaper + (1 exarch)
- 5 dark reaper

**Warlock Titan - 850 pt**

Type	Speed	Armor	Close Combat	Firefight
War Engine	25cm	5+	3+	3+
Weapon	Range	Firepower	Notes	
2 x Twin Eldar Missile Launchers	45cm	AP4+ / AT5+ / AA5+	--	
(1) Psychic Lance	30cm	3BP	Disrupt, Ignore Cover, Titan Killer (D3)	
OR	(15cm)	Small Arms	Extra Attacks (+2), Ignore Cover, Titan Killer (D3)	
(1) Power Fist	30cm	6 x AP4+ / AT4+	--	
OR (Fist Mounted Lasers)	(15cms)	Small Arms	Extra Attacks (+3)	
OR (Fist Attack)	(Base Contact)	Assault Weapons	Extra Attacks (+2), Titan Killer D3	

**Critical Hit Effect:** The holofield projector mounted in the Phantom's wings is badly damaged and will no longer work. The Phantom loses its holofield save for the rest of the battle. Any further critical hits will cause an additional point of damage.

**Notes:** Holofield, Damage Capacity 6, Walker. May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2 cm wide, Reinforced Armor, Fearless, Inspiring, Commander, Farsight. May be armed with any two different weapons from the above list. The Warlock's weapons may fire all round due to the Titan's exceptional maneuverability.

- **Fighters 300 pt**

- 3 nightwing fighter

- **ELDAR DRAGONSHIP 300 pt (nave)**

- **ranger troupe 100pt**

- 4 ranger