

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 capitul 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

shadowword 200 pt

shadowword 200 pt

Thunder bolt 150pt

- 2 thunderbolt

ELDAR ALAITOC ARMY



NO AVATAR!

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

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

- 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
OR (Fist Mounted Lasers)
OR (Fist Attack)

30cm
(15cms)
(Base Contact)

6 x AP4+ / AT4+
Small Arms
Assault Weapons

--
Extra Attacks (+3)
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