



**Abeldar - The heaven war
Æsir's thunder. Vanir's storm.**

**EPIC
ARMAGEDDON
TOTAL WAR**

SPACE WOLF ARMY

ELDAR ALAITOC ARMY



- Starcruiser 200pt (nave)**
Mounted in (planetfall – drop pod)
- Tactical detachment + cappellano (inspiring) + 1 dreadnought 400pt
- Thunderhawk gunship 200pt (PAC)**
- Assault detachment 225pt**
1 assault + commader
3 assault
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1 assault + cappellano, inspiring
3 assault
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1 assault + cappellano, inspiring
3 assault
- Landing vessel 350pt (will embark 2 detach on the first turn)**
- Tactical detachment + supreme commander 775 pt break the spirit**
1 tactical + supreme commander
5 tactical
4 razorback (AT)
2 rhino
2 land rider
1 hunter
- Devastator detachment + 1 hunter 300 pt**
- Terminator detachment + cappellano (inspiring) 375pt – teleport**
- Land speeder + cappellano 250pt**
- Esploratori (with sniper ability) 175 pt**
- Land speeder typhoon 325pt**
- Assault detachment 225pt**
1 assault + cappellano, inspiring
3 assault

- * AVATAR (as rulebook)
- Wild riders warhost 250+200+75+100 = 625 pt**
- 1 wildriders + autarch
- 10 jetbike
- 2 vyper
- 3 shining spear
- Wild riders warhost 250+200+50+100 = 600 pt**
- 1 wildriders
- 9 jetbike
- 2 vyper
- 1 vyper + mounted farseer
- 3 shining spear
- Wild riders warhost 250+100+100 = 452 pt**
- 1 wildriders
- 5 jetbike
- 4 vyper
- 3 shining spear
- Eldar Guardian Warhost 150+200 = 375 pt**
- 2 support platform
- 2 guardian
- 2 wraithguard
- 4 wave serpent
- Eldar Guardian Warhost 150+200 = 375 pt**
- 2 support platform
- 2 guardian
- 2 wraithguard
- 4 wave serpent
- Night spinner 175pt**
- Falcon grav tank 300pt**
- 5 falcon, 1 flak
- aspect warriors 640 pt break the spirit**
- 1 dark reaper + exarch
- 5 dark reaper
- 6 falcon
- Phoenix Bomber 400pt**
- Falcon grav tank 300pt**
- 5 falcon, 1 flak