



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

~~Explorator (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

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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