

Lugganath Craftworld Army List

The *Fir Iolarion* Titan Legion is truly the hero of Lugganath and the main source of military power for this Craftworld that hangs outside the Anargo Sector. These Eldar were almost completely destroyed four centuries ago when they lost control of the warp gates onboard their Craftworld, Lugganath, allowing the Daemons of the warp to enter and attack them. For many years the clan drifted helplessly in space while they laboured to make the necessary repairs; stranded, and with their numbers severely depleted by the creatures in their midst, they were reduced to being one of the weakest Eldar clans.

Over time however, thanks only to their own unrelenting and steadfast efforts, they have not only regained the power they once had but increased their might many fold. However, the destruction of much of their military infrastructure mitigated with the heroic efforts of the *Fir Iolarion* caused this Craftworld to develop in a much different manner than their bretheren across the galaxy. Focusing on the majestic titans as their source of protection, Lugganath has developed an army that focuses primarily on the giant machines. But this is not the extent of the Lugganath by any means.

Tir'asur, or Land of the Phoenix, is a pristine garden world which, while hot, still remains a paradise for both the Craftworld and Exodite Eldar that live there. When Lugganath settled into this part of the galaxy, they found their Exodite brothers long settled on *Tir'asur*; a waypoint on the edge of the Anargo Sector that provides ground for the Eldar to trade with the Empire in delicate peace. The Exodites over time developed strong ties both culturally and militarily with the nearby Lugganath. Knights of *Tir'asur* join their larger Titan cousins on the battlefield in a support function that has displaced the more commonly seen Engines of Vault.

Titan Formations

50% or more of the total points must be spent from these Core formations.

Formation	Units Included	Cost
(0-1) Magnate	1 Magnate, must be Supreme Commander if on list	1,200 points
1 Warlock Titan	1 Warlock Titan	850 points
1 Warden Titan	1 Warden Titan	800 points
1 Phantom Titan	1 Phantom Titan	750 points
1-2 Minor Titans in any combination	Sentry Titan	425 points
	Revenant Titan	350 points
	Scout Titan	300 points

Support Formations

Up to 3 formations may be chosen from this list for each Core formation.

Formation	Units Included	Cost	Extras
Guardian Warhost	5 Guardians + 1 Farseer Unit	125 points	Formation may include 1 Wraithlord for +50 points, and 3 Support Weapon Platforms for +50 points. Up to three Guardians may be replaced with Heavy Weapon Platforms at no additional cost. Alternatively, the formation may be mounted in three Wave Serpents for +150 points. If this option is taken then the formation is not allowed to take any other upgrades.
Aspect Warhost	6 Aspects	225 points	All units apart from Swooping Hawks, Warp Spiders, and Shining Spears may be transported in Wave Serpents and/or Falcons if desired. If you choose to take this option then you must take exactly enough transport vehicles to carry the units that require transport, without any spare transport spaces being 'left over'. Each Wave Serpent taken costs +50 points. Each Falcon costs +65 points. In addition the formation may include up to 1 Exarch character upgrade for +25 points each.
War Walker Troupe	6 War Walkers	200 points	None
Ranger Troupe	4-8 Rangers	25 points each	None
Shields of Vault	3 Night Spinners	175 points	Exchange any number of Night Spinners for Firestorms (at no cost)
Swords of Vault	5 Falcons	250 points	Exchange any number of Falcons for Firestorms (at no cost) and/or Fire Prisms (+25 each).

Aerospace Formations

Up to 1/4 of the points may be spent on these formations.

Formation	Units Included	Cost
Fighters	3 Nightwings	300 points
Fighter-Bombers	3 Phoenix Bombers	350 points
Transport	1 Vampire Transport	200 points
(0-1) Wraithship	1 Wraithship	150 points
(0-1) Dragonship	1 Dragonship	300 points

0-1 WEBWAY PORTAL: cost varies

WRAITHGATE: 50 points

The Eldar player may choose to replace one of the Objective markers in his half of the table with a Wraithgate at a cost of 50 points. The Wraithgate functions both as a webway portal and as an objective for rules purposes. It may not be attacked or destroyed. **IMPORTANT NOTE: Wraithgates are one of the smallest types of webway portal, and may only be used by formations made up exclusively of infantry, light vehicles, and armoured vehicle units that have walker ability; formations that include any other type of unit may not use a Wraithgate to enter play.**

OR

GATE OF VAUL: 150 points

The Eldar player may choose to replace one of the Objective markers in his half of the table with a Gate of Vault at a cost of 150 points. The Gate of Vault functions both as a webway portal and as an objective for rules purposes. It may not be attacked or destroyed. **IMPORTANT NOTE: Gates of Vault are one of the largest types of webway portal, and may be used by any Eldar formation. The rituals and runes needed to activate the Gate of Vault are so complex that no formation may exit from it if any unbroken enemy formations are within 15cm of it.**

Magnate Titan (Subest Sol'es, meaning 'The Two Made One')

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+	--	
(0-2) Titan Pulsars	75cm	2 x MW3+	Titan Killer (1)	
(0-1) Fusion Lance	60cm	MW2+	Titan Killer (4-1 per 15cm range to target)	
(0-1) Tremor Cannon	60cm	BP4	Disrupt, Lance	
(0-1) Titan D-Cannon	45cm	D3+1BP	Macro-weapon, Titan Killer (D6)	
(0-1) Lucent Scepter	30cm	6BP	Disrupt	
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.

Alternate Critical: Random weapon system is destroyed! Weapon will no longer function for the remainder of the game. If the Lucent Scepter is destroyed, the weapon and endowment abilities will no longer function for the remainder of the game. The Magnate and all Eldar formations within 30cm of the Magnate will break automatically (may make withdrawals and rallies normally).

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.

Warlock Titan

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+	--	
(0-1) Psychic Lance	30cm	3BP	Disrupt, Ignore Cover, Titan Killer (D3)	
OR	(15cm)	Small Arms	Extra Attacks (+2), Ignore Cover, Titan Killer (D3)	
(0-1) Titan Pulsars	75cm	2 x MW3+	Titan Killer (1)	
(0-1) Fusion Lance	60cm	MW2+	Titan Killer (4 - 1 per 15cm range to target)	
(0-1) Tremor Cannon	60cm	BP4	Disrupt, Lance	
(0-1) 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.

Alternate Critical: Random weapon system is destroyed! Weapon will no longer function for the remainder of the game.

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.

Phantom Titan

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+	--
(0-2) Titan Pulsars		75cm	2 x MW3+	Titan Killer (1)
(0-1) Fusion Lance		60cm	MW2+	Titan Killer (4 – 1 per 15cm range to target)
(0-1) Tremor Cannon		60cm	BP4	Disrupt, Lance
(0-1) 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.

Alternate Critical: Random weapon system is destroyed! Weapon will no longer function for the remainder of the game.

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.

Hanging in space just outside the Anargo Sector sits the mighty Craftworld of Lugganath. Once in history this Eldar world was nearly ripped apart from the inside by the forces of Chaos. Deep in the bowels of the Eldar's floating world, the infinity circuit was slowly being ripped apart by daemons from the Warp. But within the Craftworld the daemons met an Eldar power few have ever encountered. The Warden Titans pushed forward with their mighty fists, securing the souls of their ancestors.

Since this honored day, the Warden Titans found usefulness outside the confines of their space-faring world and are much more than guards, however noble that station may be.

Warden Titan (*Unan-Tageth, meaning 'Before the Fall'*)

Type	Speed	Armor	Close Combat	Firefight
War Engine	20cm	4+	3+	3+
Weapon		Range	Firepower	Notes
(0-1) Titan D-Cannon		45cm	D3+1BP	Macro-weapon, Titan Killer (D6)
(1-2) Powerfists		30cm	6 x AP4+/AT4+	Front Arc
OR (Fist Mounted Lasers)		(15cm)	Small Arms	Extra Attacks (+3)
OR (Fist Attacks)		(Base Contact)	Assault Weapons	Extra Attacks (+2), Titan Killer (D3)

Critical Hit Effect: Armor breach – the heavy armor on the Warden's leg joints have been severely damaged causing the titan's movement to slow by 10cm and an additional point of damage taken.

Alternate Critical: Random weapon system is destroyed! Weapon will no longer function for the remainder of the game.

Notes: *Holofield, Damage capacity 6, 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. 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.

Revenant Titan

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+	--
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.

Scout Titan (*Geir-Zain, meaning 'Fast-Breaking'*)

Type	Speed	Armor	Close Combat	Firefight
War Engine	35cm	5+	4+	4+

Weapon	Range	Firepower	Notes
2 x Pulse Lasers	45cm	2 x AT4+	--
2 x Eldar Missile Launchers	45cm	AP5+/AT6+/AA6+	--

Critical Hit Effect: The Scout'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, Walker, Scout.* May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2 cm wide. The Scout's weapons may fire all round due to the Titan's exceptional maneuverability.

Sentry Titan

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.