July Eldar

Detachment Name	Detachment Type	Half Strength	Morale Value	Points Cost
Incompertus	Eldar Warhost	6/13 units	6	286
Phantom Titan	Eldar Titan	4/8 DC	8	380
Incompertus	Eldar Engines of Vaul	6/12 DC	8	355
Warhost2	Eldar Warhost	3/7 units	4	194
		Army Totals:	**26**	**1215**

Detachment Name: Incompertus		**Half Strength:** 6/13 units	
Detachment Type: Eldar Warhost		**Morale Value:** 6	
File Version: Version 2.2 Epic Remastered		**Points Cost:** 286	

Chain of Command: Farseer/Autarch > any unit with a Warlock > Aspect Warrior > any other unit.
A Dying Race: Lose an additional d3 Army Morale when this Detachment is wiped out.

Qty	Unit Name	Type	Speed	Range	Firepower	Assault	Armour	Notes
1	Aspect Warrior unit	INF	15/30 cm	15 cm	1	4	4+	
1	Dark Reapers unit	INF	15/30 cm	45 cm	2	2	4+	(Heavy Weapons)
1	Farseer	INF	15/30 cm	15 cm	2	2	3+	Psyker, Save, (Hero)
3	Scorpions & Banshees unit (April 2021 Playtest)	INF	15/30 cm	15 cm	1	5	4+	(Assault)
2	Falcon	VEH	30 cm	45 cm	2	1	5+	Skimmer, Transport (1)
3	Vyper	VEH	40 cm	30 cm	2	1	4+	Skimmer
2	Wave Serpent	VEH	30 cm	30 cm	Disrupt	2	6	Skimmer, Transport (2)
				Totals:	**18**	**32**		

Detachment Name: Phantom Titan		**Half Strength:** 4/8 DC	
Detachment Type: Eldar Titan Detachment		**Morale Value:** 8	
File Version: Version 2.0 Epic Remastered		**Points Cost:** 380	

A Dying Race: Lose an additional d3 Army Morale when this Detachment is wiped out.

Qty	Unit Name	Type	Speed	Range	Firepower	Assault	Armour	Notes
1	Phantom Titan	WE	20 cm	WE	WE	30	5+	8DC. . See Datasheet.

Detachment Name: Incompertus		**Half Strength:** 6/12 DC	
Detachment Type: Eldar Engines of Vaul Detachment		**Morale Value:** 8	
File Version: Version 2.0 Epic Remastered		**Points Cost:** 355	

Chain of Command: HQ > any other unit.
A Dying Race: Lose an additional d3 Army Morale when this Detachment is wiped out.

Qty	Unit Name	Type	Speed	Range	Firepower	Assault	Armour	Notes
1	Cobra	WE	20 cm	WE	WE	4	5+	4DC. Skimmer. See Datasheet.
2	Tempest/Scorpion	WE	20 cm	WE	WE	4	5+	4DC. Skimmer. See Datasheet.
				Totals:	**0**	**12**		

Qty	Unit Name	Type	Speed	Range	Firepower	Assault	Armour	Notes
3	Aspect Warrior unit	INF	15/30 cm	15 cm	1	4	4+	
1	Autarch v1	INF	15/30 cm	15 cm	1	8	4+	Save, (Hero)
1	Fire Prism	VEH	30 cm	45 cm	Macro Weapon	1	5+	Skimmer, Flak
2	Night Spinner	VEH	30 cm	90 cm	Disrupt	1	5+	Artillery, Skimmer
				Totals:	**4**	**23**		

Detachment Name: Warhost2
Detachment Type: Eldar Warhost
File Version: Version 2.2 Epic Remastered

Half Strength: 3/7 units
Morale Value: 4
Points Cost: 194

Chain of Command: Farseer/Autarch > any unit with a Warlock > Aspect Warrior > any other unit.
A Dying Race: Lose an additional d3 Army Morale when this Detachment is wiped out.

Special Abilities Summary

Artillery: No line of sight required for shooting. Can go on Preparatory Bombardment Special Orders.

Flak: Can Snap Fire at Flyers within full Range instead of 10 cm. Can go on Flak Special Orders.

Psyker: Can use and nullify Psychic Fate Cards. Gives an advantage in assaults.

Save: 4+ Save against all hits.

Skimmer: Ignore terrain while moving, but still affected by Dangerous Terrain at the start and end of each move. Can make pop-up attacks when shooting.

Transport (X): X Infantry units can be carried. Embarking/disembarking costs 5 cm for both Transport and Infantry.

Super-heavy Weapons Summary

Disrupt: Does not cause hits. Inflict a Blast marker on a 4+.

Macro Weapon: Choose between Infantry targets or Vehicle targets. Hits on a 4+ regardless of Armour or Cover.

Total Units:
Aspect Warrior unit: 4
Autarch v1: 1
Cobra: 1
Dark Reapers unit: 1
Falcon: 2
Farseer: 1
Fire Prism: 1
Night Spinner: 2
Phantom Titan: 1
Scorpions & Banshees unit (April 2021 Playtest): 3
Tempest/Scorpion: 2
Vyper: 3
Wave Serpent: 2