



# ELDAR TACTICS

By Jervis Johnson and the members of the Epic Forum

To coincide with the release of *Swordwind*, Jervis has been sniffing around the Epic vault to see if he can find anything interesting. This is what he has come up with. A big thank you to all those who contributed these nuggets of information.

This article consists mainly of excerpts from topics on the Epic 40,000 forums. I'm printing them here for two reasons: a) they provide very useful information about the advantages and disadvantages of the different mixes of units you can pick for some of the formations in the Biel-Tan army lists, and b) it will give you a taste of the kind of in-depth discussion that takes place on the Epic forum. Any new Eldar player will benefit from the advice posted here, written as it is by play-testers who have worked with me developing the Biel-Tan army list over the last 12 months or so. In addition, if you like what you read, then I highly recommend joining the Epic forum at [www.epic-battles.com](http://www.epic-battles.com). Discussions like this one, and much more stuff beside, take place there every day. Just in case I be accused on a bias towards the Eldar, I've also included some feedback on how Space Marine armies can deal with the Eldar armies. And with that I'll shut up, and hand you over to the forum crew...

## ELDAR TACTICS

*For the past day I have been reading the rules for the new system so I haven't played a game yet or anything. However, I'm starting to get the basics down enough so that I can begin to see the strengths and weaknesses of each unit (at least on*

*paper!). I have two armies; SMurfs and my beloved pointy eared freaks. My lil' brother will take command of the Emperor's finest jar heads (along with a nasty array of vintage Titan models) and I will command the Eldar.*

*Reading through the lists (I think I got visibly pale) it seems like the Eldar have changed quite a bit from the old days. They are now VERY, VERY few in numbers, have short ranges even on their battle tanks, and are even easier to kill than before. I'm trying to get a handle on their hit-and-run tactics and how I might use this to optimum effect (which I suppose is the great equaliser for their short range and paper-thin armour) but it looks like a short return for the heavy drawbacks they suffer from. Reading the battle report of the SMurfs vs the Eldar in *Fanatic* magazine I didn't improve my perception either.*

*So, can someone help me see the strengths and advantages the Eldar army has over other armies? Who do they do well against, who do they do not so well against?*

**Malakai**





*You have to play the Eldar a few times to really get a feel for their capabilities. The group I play with is scared to play them due to the crazy quantity of firepower they have.*

*Use the hit-and-run rules to effect. Aspect formations can beat anything in the game short of a Warlord Titan or Great Gargant and even those get a run for their money. Don't forget that when you win a combat you get to consolidate up to your full movement. This means you can hit an enemy formation and then 'bounce' either to safety or to a position to support your next engagement. I've crushed Space Marine armies by the second turn by wiping them out in engagements and escaping before the retribution comes. Your opponents will have to learn to counter this with overwatch and by bunching their formations up to make engagements a riskier proposition. You will then use your Disrupt templates to bomb them back into the stone age.*

*Just never lose sight of the fact that the game is not won or lost on killing the enemy. It's won or lost on the objectives and killing the enemy who get in your way.*

*Just remember 'soapbubbles with sledgehammers'. Just try duking it out with a Russ company on overwatch and you'll see what I mean...*

**Tepoc, Canada**



*As an army, it won't forgive any mistakes you make – you have to have a plan of attack, and with the Eldar, it's all about timing. Fortunately, you have the speed and the firepower (as well as the Firefight ability) to get the most of your attacks – a single combined assault from a Guardian Warhost and an Aspect Warhost in transports will cause considerable damage, and will win most assaults providing you've prepared your target suitably.*

*Which brings me to my next point. Use your barrages as the preparation for an assault – Nightspinners and Avengers are armed with Disrupt weapons, so they're excellent for suppressing enemies, but their small BP values (compared to IG artillery) make them ineffective at causing mass casualties by themselves.*

*Finally, a tendency towards firefights is beneficial – all your basic units (Guardians, Dire Avengers, Falcons, Wave Serpents) have a FF value of 4+, making them quite effective at that kind of combat. It also provides you with another advantage – you only have to get within 15cm to use those*

*FF attacks, which means your effective charge distance is around 50cm when in a transport (charge of 35cm, 15cm FF range). If you're closer than that, use your transports as a buffer for your infantry – put them in BtB, and then force a firefight with them, with your infantry about 5cm behind. Your transports are tougher than your infantry, so generally, this is advisable.*

*Oh, and crossfire. Lots of crossfire. Against IG Armoured Companies, crossfire and pulsars in combination reduce a 4+ reinforced save to a 5+ normal save.*

**N0-1\_H3r3, UK**



*It sounds weird but you can actually mix and match any of the Aspect Warriors you want. We (the EA Eldar community of the Specialist Games forum) spent hours debating and hundreds of hours playtesting them so that their abilities were roughly par. The way the formation works is that you get 8 Aspect Warrior units for 300 points and can upgrade 2 with Exarchs (who have Leader, Inspiring and an extra CC attack for Scorpions, Banshees, Spears, and Dire Avengers and an extra FF attack for Spiders, Swooping Hawks, and Fire Dragons) for +25 points each. They must be pretty balanced since I usually take formations of 3 or 4 different types to be most effective.*

*As an assault formation Aspect Warriors are awesome. A host of special abilities all mixed into one formation makes their assaults almost certain to either break or narrowly lose an assault. I've assaulted an Ork big Mob with Kan and heavy gun support and spanked them badly.*

*Then again the Eldar are all about the assault. With their hit-and-run rules (after an assault they consolidate up to their full movement) you can find yourself very quickly running out of formations to fight with.*

*A formation can be 16 units large if you take all their transports as Falcons (though that gets pricey) – I usually end up with 11 or 12 units with Wave Serpents. Another downside is that an assault made on an entrenched unit or one on overwatch will fail. The Eldar simply can't afford to take casualties or the formation will be a one-bit wonder. Also remember it is only the Biel-Tan list that gets the Aspect Warhost. Other Craftworld lists will be forced to use them only as a troupe of 4 stands.*







*'Nuff said about that... on to a example 3,050 point army list:*

- <b>Wraithgate</b>	50 points
- <b>Autarch</b>	75 points
- <b>Avatar</b>	0 points
- <b>Aspect Warhost</b> (2x Warp Spiders + Exarch, 2x Dire Avengers, 2x Shining Spears, 2x Dark Reapers (+ Autarch))	325 points
- <b>Aspect transport</b> (with Aspect Warhost above) (3x Wave Serpents)	150 points
- <b>Guardian Warhost</b> (1x Farseer, 4x Guardian, 3x heavy weapon)	150 points
- <b>Guardian Warhost</b> (1x Farseer, 4 x Guardian, 3x heavy weapon, 3x Wraithguard)	300 points
- <b>Rangers</b> (5x Rangers)	125 points
- <b>Falcon Troupe</b> (4x Falcon, 1x Firestorm)	300 points
- <b>Night Spinner Troupe</b> (3 units)	175 points
- <b>Windrider Troupe</b> (4x Jetbikes, 2x Vypers)	200 points
- <b>Cobra</b>	250 points
- <b>Nightwings</b> (3 fighters)	300 points
- <b>Revenants</b>	650 points

*The infantry and Windriders use the Wraithgate for deployment and to claim objectives. Nightspinners provide Blast markers, Aspects beat up nasty formations, and the pair of Titans with a Falcon troupe and a Cobra (D-cannon!!!) can be used for anti-air and killing anything too big to be dealt with by the Aspect Warriors. The Rangers are there to block lines of advance (for at least the first turn) while the Nightwings either beef up the AA or go heavy tank hunting (lance weapons!)*

*A change I might make to this list is dropping the Revenants and replacing them with either a Scorpion Super-Heavy grav tank and another Aspect Warhost or a trio of Fire Prisms, a Vampire Bomber and another Guardian Warhost.*

**Tepoc, Canada**

*These are currently the first formations on my list each time I play:*

**Scorpions:** *the bane of the Space Marine army, but only slightly effective against Guard and Orks. Melt 3 Tactical units in a turn and it hurts, melt 2 Chimeras and an Infantry stand and it's a case of 'more where they came from'.*

**Wave Serpent mounted Aspect Host with Autarch:** *whatever flavour of Aspect you choose, this formation, or something similar, is likely going to cost 600pts – that's quite an investment at 3,000pts. So these guys should be used carefully and at the right moment. I favour a Dire Avenger Host as the sheer amount of 4+ FF attacks can cause horrific*

*casualties to any enemy formation in the game (even a Warlord Titan if done right).*

**Rangers:** *often overlooked, but with the big sink in points for some of your deadly formations, a couple of formations of these guys can help claim some activations back. I also use them to force my opponents hand during deployment. The can be used as speed bumps, given area denial duties or placed as screens for your doubling Engines of Vaul. I've used 2 formations of these for a while now with either 4 or 5 units in each Troupe.*

*Formations that I've had plenty of success with are Guardian Warhosts mounted in Wave Serpents (great for assaulting with the Avatar) and also overlooked on many occasions.*

*Nightwings are also great multi-purpose units that excel at AA and RA tank hunting. Their 4+ save has proved very valuable in recent games.*

**Lalonde, UK**

*Another thing that does work is my backup-Farseer. I always try to get a bare 150 point Warhost which stays at the back. This has a 'con' in that this is 150 less points to spend on my fluid elements, but has its 'pros' in a relatively cheap activation, a Farseer to keep his abilities on-board, something to contest objectives and counter air-raids in the back AND you have a commander back there, who makes a combined charge against those air-raiders possible. It's probably not as good as assaulting with an Aspect host, but the single Guardian Warhost with an Avatar and some Engines of Vauls, Fire Prisms or Nightspinners in support can counter any threat good enough to keep the front-elements where they should be, finishing their job.*

**Woke Up Dead, Germany**

## ELDAR ASPECT WARRIOR FORMATIONS

*Having only played a few games of Epic, all with my Biel-Tan, I've stuck pretty much to taking 8 of one kind of Aspect.*

**Reapers** – *as a defensive firebase, instead of a second formation of footslogging Guardians, I've taken 8 Reapers (no Exarch, just for points reasons) on foot. They put out a fair amount of firepower. Using them defensively means I've not been doubling etc, so either hitting on 5+ or even 4+ with Sustained Fire.*

**Hawks** – *taken 8 of these, so that I can choose at the start of the battle whether best used deep striking in, or advancing rapidly up the table. I quite like this tactical flexibility, and I wouldn't be able to do that if I had some Shining Spears.*

*3 - 6 Scorpions, 2 Exarchs, and 2 Warp Spiders, in Wave*





*Serpents. Chosen simply because I had those models, but does mean I don't have to get all 8 bases into contact to max fighting abilities. I try to get 6 in base contact, with the Spiders supporting.*

*I'm being converted from 40K, so at the moment focussing on the strategic elements of playing the Eldar. Playing with formations dominated by one type of unit – eg 8 Reapers – has been helping me to get up to speed so far.*

**Andy, UK**

*I too favour Aspects of one kind (especially Dire Avengers with an Autarch and the soon to be fielded Swooping Hawks) I have been experimenting with mixtures of Fire Dragons, Howling Banshees and Striking Scorpions. The problem I have is it's easier to get units into a firefight than close combat. When I do get units into close combat, the firefight specialists end up being closer to the enemy than I would have liked and risk being countercharged. I think I'll stick mainly with the FF'ers for the time being.*

*The Dire Avenger Host is awesome, chucking out a huge number of FF attacks. They haven't lost an assault yet. They excel even more as support to a FF as they maintain their strength a lot longer into the game. I think in future I'll up the Fire Dragons to 8 as well.*

**Lalonde, UK**

*I normally use 4 Striking Scorpions + Exarch and 4 Dire Avengers + Exarch. These are normally deployed via air assault in a Vampire. It gives plenty of FF and CC attacks hitting on 4+, and when you add +2 to that for Inspiring it's a lethal combination.*

**Banksboy1, UK**

*I've found that using 4 Scorpions, with their superior armour and CC, along with 4 Dire Avenger stands, is extremely efficient at ripping opposing formations apart. I also use 4 Howling Banshee and 4 Warp Spiders + Exarchs, transported in a Vampire, as a rapid response strike force. Nothing says lovin' like 10 first strike attacks!*

**Lord Rynalus**

*I usually go for all Swooping Hawks (+ 2 Exarchs) or all Howling Banshees + Exarches. Of course that is mainly because it's what I have painted. I found the Swooping Hawks to be really effective. No need to add the bikes. I just painted up some Striking Scorpions and will give them a go soon!*

**Rimmer, Canada**

*I always seem to end up taking at least two Vampires full of Aspects (4 Fire Dragons, 4 Banshees) one with two Exarchs, the other with Exarch + Autarch. I generally use these to counter any large enemy threat (such as multiple formations of teleporting Terminators) or to claim objectives on Turn 3. They seem to be able to take out most enemy formations with little trouble.*

**Ironknees**

## ELDAR FALCON FORMATIONS

*As to Falcon formations, I always, always, always, always take the two Firestorms. Firestorms and Fire Prisms are the only two AA armed units (except Titan missile system) that the Eldar have. As much AA as possible is a good thing.*

**Lord Rynalus**

*For Falcons I usually go for no Firestorms (maybe one) as the Fire Prisms, and the Eldar missile launchers (from the Titans or Cobra) can take care of the AA.*

**Rimmer, Canada**

## ELDAR WINDRIDER FORMATIONS

*As for Windriders, I am of the mind that it is all or nothing with regards to Vypers. I either take 6 Jetbikes, and use them to act as screen for a Guardian Warhost mounted in Wave Serpents, getting into base contact with as many enemies as they can lock down, and then using their skimmer ability to FF w/ AR 4. This ties down the opponents to the point that hopefully your Guardians will get to use their awesome 4+FF instead of their CC value.*

*Otherwise, if I want superior hit-and-run fire platforms, I take 6 Vypers. What they lack in FF they make up for in their ability to hit and run. They race forward, shoot the enemy formation, and then retreat back behind intervening terrain. Coupled with one or two Nightspinner troupes, it can do enough Blast markers to push an enemy formation out of their position.*

**Lord Rynalus**

*For the Jetbikes, I again go for all Jetbikes. I prefer to specialise in FF and not be tempted to shoot with the Vypers.*

**Rimmer, Canada**

## ELDAR SUPPORT FORMATIONS

*What are people's opinions on the Eldar support vehicles, namely the Nightspinner and Fire Prisms?*

*My opinion is that Fire Prisms are a steal, with their 75cm range and AA, AT, AP they can shoot at everything.*





*Also a 2 Nightspinner troupes looks promising and could be supplemented with a new Avenger Engines of Vault... A well timed disrupting barrage can ruin an opposing formations day.*

**Lord Rynalus**

*The problem I really have with the Eldar list is the Fire Prism unit. They are entirely too expensive.*

*To be honest, the Firestorm has been a vastly more effective AA unit, due to its pulse weapon, it hits on a 4+ as opposed to a 5+ and you can have them in a unit with Falcons. The Firestorm's better AA combined with that pulse means you are going to get, on average, more hits than a Fire Prism would. For 50 more points you get a far more effective Anti-Tank, Anti-Infantry and Anti-Air unit with 3 Falcons and 2 Firestorms. They may have a range 30cm shorter, but that's really not that much of a problem if you keep your units in mutual support range.*

*At three tanks in the unit, it's an incredibly vulnerable formation. A single kill (not hard to get on a tank with only a 5+ save!) will cause the unit to break. While most might say that it should be difficult to score such a kill on a unit with a 75cm range, it's really not all that difficult when you can strike them with air or artillery.*

**Corey3750, USA**

*Well, no one in his right mind will use aircraft to suppress Fire Prisms! I once tried with 3x3 Chaos SwiftDeaths and 1x3 Doomfires, and between the FPs and a Warlock Titan with its abominable Eldar Missile Launchers, it wasn't pretty. Fact is, as Eldar enjoy an AAA umbrella to behold, most opponents will limit their air to some interceptors, if they take any at all.*

*Armies lacking real artillery, like Orks and Chaos, will just have to take whatever the FPs throw at them, with hit-and-run these armies will have a tough time getting at them at all. Not everyone enjoys the Tau's shootiness or has long range artillery to silence them.*

*And 75cm is an awesome range, especially for a unit with an AA value.*

**Commander Irondeath, Germany**

## ELDAR AIRCRAFT FORMATIONS

*Abh, now the Phoenix is excellent for taking artillery out. That reinforced armour makes it so much more survivable to run the AA gauntlet.*

**Corey3750, USA**

*I used a Phoenix formation on a Black Legion company that raced across the field to blockade the Wraithgate in Turn 1. Luckily 80% of them had decided to dive into the ruins and I got all their Rhinos, their Land Raider, and four stands of Marines! Busted!*

*If you want to 'pave the road' for your Phoenix take a 'loose' Vampire. With 2x4+ pulse AT it can hose any dedicated AA formation short of Chaos Obligators. Plus with 5+RA and 2DC it can usually survive the hits it will take getting to them. On average a formation of Hydras will cause 1 hit on a Vampire which is not enough to save them. But it is vitally important you keep the Phoenix's flying every turn with 3BP disrupt bombing runs.*

*It's fun to use a Vampire to land a formation of Fire Dragons next to a Titan, blast the shields with the Vampire, then hose the Titan with sustained fire fusion gun shots and then engage the Titan with another formation (Windriders anyone?) to get another round with the fusion guns... (needs a triple activation to work but when it does it's game over for the Titan).*

**Sotec, Canada**

## ENGINE OF VAULT FORMATIONS

*I have been thinking of an Engines of Vault tactic where a lone Storm Serpent sits off on one flank and 'fires' Windrider troupes into enemy formations. With a Warwalker shield (scouting) and effective use of crossfire this could be really mean. I also like (in theory) a 2 Cobra + 1 Storm Serpent, or 2 Scorpion + 1 Cobra formation. I can't really consider when 2 Avengers would be more useful than 1... I'd rather blast 2 foes than 1.*

*A formation of three takes nine BMs to break and you can modify the position of the tanks so the same tank isn't getting hit all the time. As a unit they just last longer IMHO. Plus single unit Engine of Vault formations are much more vulnerable to small assault formations. Large formations can also arrange the tanks so the damaged ones are at the rear.*

*I've tried formations of 1 Scorpion and 1 Storm Serpent for a flanking force and found that they did quite well. Pop-up attacks meant they usually didn't get enough BMs to break and when the unit had 3+ BMs they would have the effective firepower of one Scorpion plus still have the portal (which is good for all sorts of fun).*

*Combinatations I don't think would work: Avenger + Cobra. Waste of time as you lose both the TK and the Disrupt effects of the weapons. Avenger + Storm Serpent. Unless you plan to sit on your objectives and that's it, you'll have a hard time using both effectively. Scorpion + Avenger. Could be OK if*

*your opponent is really aggressive (meaning you never need to move to be in range).*

**Sotec, Canada**

*Avengers are the only Engines of Vault I'd even consider to pair. Having 6BP disrupt is quite useful in my opinion.*

*I'd rather have Engines of Vault operating on their own, as this frees up more activations, of which I never have enough. This also means that every single Engine of Vault does what he does best where he does it best. For example, I'd rather take a Falcon troupe to strip a Titan of its shields and then double-in with a Cobra to kill it (and with 45cm it could actually work). This works better for me than pairing Cobras in a pack of 2 or with a Scorpion, because of the sheer amount of AT hits I need to strip the shields. This way I also have another AA weapon near (or 2) to protect my puny Engines of Vault from air-assaults.*

*Of cause singles are more fragile, but getting assaulted is only a problem to Storm Serpents and the Cobra (except for air-assaults of course). A determined opponent will kill it if he wants to. So I just try to scare the hell out of him (curiously, it does work most times) or at least have something in range to engage/blast whatever killed my shiny Scorpion. I think the trick here is to use your other army-elements like you would do if there was no Scorpion, so I don't take a dedicated babysitter, but at least one formation finishes its move near enough the Scorpion to be in range if needed. That's what I rather enjoy about Eldar; although they are highly specialised, they allow such a fluent style of play that you always have a useful tool near – you just have to think about the correct way to use*

**Woke Up Dead, Germany**

*Currently I struggle to get many activations in my 3,000pts army as I've re-started my love affair with the Phantom Titan. Single Engines of Vault are far more flexible than a formation of 2 or 3. 750pts for a formation on these is just too much of a tempting target for an opponent to pass up. I'm not sure I could protect AND use them effectively at the same time.*

*Saying that I would agree 2 Cobras and 2 Avengers are the optimum numbers for those particular tanks. However, I would never consider polluting my Scorpions by giving them a 'wingman'.*

*I find using a Titan as a babysitter for my Engines of Vault quite useful, they usually leave the nest on the 3rd turn though, but I haven't found it restrictive. I've also found Windrider troupes great for screening/supporting lone Engines of Vault if the risk of assault is high.*

**Lalonde, UK**

## ELDAR TITANS

*Wow, these guys are terrifying. They are truly capable of projecting a large amount of power over the entire battlefield. I don't think I will ever take Revenants, however, since a Phantom for 100pts more just seems more appealing to me (2 TK pulsars! Great googely-moogely!).*

*There is really no reason for a Warlock to get into CC if it has a choice, since it will get 3 more conventional attacks at FF range. After making an assault of its own, it can do a consolidate move of 25cm(!) and easily get within 15cm of another formation that could be assaulted by some piddly little unit. This piddly little unit can count on 9FF attacks and 2 TK(D3) attacks as support, though.*

**Hoplite, Canada**

*Why take Revenants? Because at 3,000 points they are the only Titan that allows you to also field air support other than the Vampire. Also they are almost 25% faster than the Phantom/Warlock and can project 2x the firepower! The difference between MW and MW TK is nothing at all when shooting targets lacking reinforced armour. Plus the higher number of shots makes double moving around the field easier and turns them into dedicated hunters.*

**Sotec, Canada**

*We played a nice, NASTY game of EA today. Chaos (use the test list in the Vault) vs an Imperial Guard force, Space Marine force and an Eldar force. The Phantom made an appearance, and it was incredible.*

*The Phantom was armed with twin pulsars. He moved into range, and proceeded to rip the void shields off a Bane Lord. The Bane Lord got back 3 void shields before the Phantom fired again. This time, it ripped off the shields and got 2 wounds on the Titan, breaking it. It also gutted an Armoured Company. Its final triumph was supporting the solo assault by the Avatar on the main Chaos Command group. The Khorne unit was slaughtered, with only the Fearless Dreadnoughts surviving.*

*It took the combined effort of the other main detachment's Defilers, the surviving Dreadnoughts, and the remnants of the armour company to drive the Phantom off by putting on enough Blast markers to break it.*

*When I field one, I intend to use the power fist. I'm thinking all those extra attacks it will get from it will be most worthy, and it should be truly ugly in hand to hand. I think what makes Eldar Titans so nasty in an assault is that unlike Ork, Chaos, or Imperial Titans, they still get the Holofield save in hand to hand.*

**Corey3750, USA**





*I have yet to try a power fist variant, but the shooting version I've tried is cool (I just love the image of it stepping out from behind a large building, strafing a group of SHT's like it's armed with two tommy guns, and then stepping back behind the building). I would certainly say I agree that it's worth the points. They attack and defend in their own unique way, which means they work nice and different to the other Titans and, besides, how else do Eldar get long-range TK weapons?*

**Reaversbane, UK**



## SPACE MARINE TACTICS FOR DEALING WITH ELДАР ARMIES

*As promised, some tactics for Space Marine armies facing off against the new Eldar army list...*

*I have trouble dealing with Eldar with my Space Marines. My problems with the Eldar are:*

*1) They can shoot even into my deployment zone in Turn 1. All of their heavy weapons are on skimmers, so they absolutely ignore intervening terrain (terrain is only my enemy in games vs. Eldar). This combined with hit-and-run is really powerful. I am very lucky when I manage to return fire.*

*2) The common tactic is to surround them to prevent their movement. But to do this, I am forced to move aggressively forward and there are Aspect troupes in Wave Serpents. When my opponent used close combat oriented Aspects, I could support one detachment with others but now he uses Dire Avengers. With them, he can pick precisely one formation, while avoiding supporting detachments. The result is usually a wiped out detachment per assault.*

**Revenant, Czech Republic**

*Eldar really do cause pain to ground-based Marine armies, they just have all the right tools to negate the Space Marine strengths (namely, high number of activations, speed and heavy infantry).*

*In my battles I think I'm about 90% wins against Space Marine armies that rely on a core of say; Tactical Detachments, Land Raiders, Devastators, Predators, and maybe a few Bikes or Land Speeders. Now when they start to add, Terminators, Drop Pods, Strike Cruisers and Thunderhawks I struggle and have about a 20% winning record. Drop Pod Detachments really cause me headaches. Airbourne assault or drop pod formations are fundamental to a balanced Marine list IMHO and I believe are the strengths of the Marine Army – if you play like the IG with loads of Tanks and Infantry you will lose. If you assault the Eldar on your own terms (ie. you pick what to fight with and what to fight against and in what area of the battlefield) they're not that scary. The Space Marines' deep striking ability is key to the success of that.*

**Lalonde, UK**

*Here is my stream of consciousness on it all...*

*Some of this may seem gruff, but I don't mean anything by it.*

*What size of table do you play on? 4'x4' or 6'x4' or what? I ask this because 2,000 pts on a 6'x4' table is really sparse. What's the approximate ratio of corner-to-corner games versus side-to-side games?*

*My experience is that SM armies do better at side-to-side games, IG and Eldar at corner-to-corner games. If you get to pick, choose properly.*

*Now, how much terrain is used and what type. If you just play with hills then I understand your problem, but if there are trees and/or ruins then you should hide out in those until the best moment. Skimmers may ignore terrain, but they*





*don't cancel out Cover Saves or the -1 to hit, do they? Failing that, make sure your infantry stands are touching their transports to get that -1 to hit. Then, remember you have it.*

*I think I'd better admit up front that I've never played against Orks before (I don't know anyone who plays them), but I have played against IG and Eldar. Generally I've found that similar SM armies can handle them. So, how do you handle IG armies with Basilisks and Manticores? They can shoot into your deployment zone, too, with do so without having to move. T-hawks or drop pods are legitimate counters.*

*I know a lot of people might suggest using overwatch, but I've found that to be less than effective with the limited SM range. Also, I've never had success at using garrisons, unless having the garrison unit act as a fire magnet can be considered a successful use. Instead, the only tactics that I can suggest are these:*

*A: Try to kill at least one transport in every infantry formation that has them. You only have to kill one per formation to slow them down greatly. Also, I don't understand your 55cm engage comment, how can they do that? Shouldn't it be more like  $35 + 5 = 40\text{cm}$  on engage. Are you including the distance from the front Wave Serpent to the back one, or what? If so, then stop. That's not the way it works and you're operating here in bad faith.*

*B: Focus your efforts on breaking a given enemy unit before shooting at another unit. This is the only way SM's can break big things like Titans or IG infantry detachments, and it applies against Eldar as well. This includes never passing up an opportunity to shoot to place a single Blast marker.*

*C: Use lots of Rhinos and deploy spread out. Then, as you get into shooting or engage range, start bunching up.*

*Obviously the short range of SM weapons mean that you have to take it on the chin for the first turn or so while moving into position, but your big tactical detachments should be able to survive without much trouble. Then, assault the Eldar on the periphery first, to minimise the number of supporting units.*

*I use two assault detachments in a T-hawk to great effect. I usually lose the T-hawk on the first turn, but those Assault Marines persist a long time. Contrary to what someone else said, this is not a 'trick' tactic, you just have to pick your target carefully to minimise AA shots. If the Eldar go AA heavy, they tend to have fewer infantry. If this is the case, then don't use the T-hawk as a transport, and let the Assault Marine hop from cover to cover before engaging.*

**Samajnollisor, USA**

*Warbounds have the ONLY ranged MW in the Space Marines arsenal (not including Land Speeders because 15cm is HARDLY 'ranged'), and Warlords have the only TK weapon. I probably would never use a Warlord, but my pair of Warbounds can work WONDERS to shore the lines after your enemy all but destroys a few detachments. From a point-cost to effectiveness ratio you will find they are well worth the investment almost every time.*

*In regards to dealing with Aspect Warriors, use your Whirlwinds! Hide them behind a hill or building or forest and wait for your enemy to move his transports up into 90cm of you. 5+ RA is all well and good, but he is bound to fail at least one if not two when you drop 4+ hits onto all the transports in the formation.*

*And a trick to try might be the old air assault from a Thunderhawk. The problem with drop pods is you need a spaceship, which means you are paying probably for a battle barge if you want to drop everything, and that will be just about the only thing useful for it. With a Thunderhawk, for about 500 points you get 2 formations and an aircraft (Devastator and assault formations) and drop them onto your enemy while he is still in the transports. They are bound to bring some serious pain to anything they attack.*

*Also, Space Marines are REALLY good at getting shot. Seriously. I've gone through 5 out of 7 Tactical squads in one game, and it didn't matter at all, because they did their job which was to take 3 turns to eliminate and allow me time to use my hard hitting units to get objectives and what not.*

*Rhinos are fantastic to rush up 60cm, and shoot another 45 to put Blast markers on your enemy's formations to disrupt his Initiative rolls. 'Airborne' units sounds good, but if you are going to commit your ENTIRE force to it, coordination will be a little harder, and getting support formations like Whirlwinds and Predators to work well will either cost you an arm and a leg for a landing craft, or be almost impossible as they will need to be deployed as normal and need to rush up, being subjected to shooting and the likes.*

*A NICE trick to know as a Marine player is when you hop out of your Rhinos to keep all the infantry stands touching the them. Sure it helps enemy artillery, but unless his weapons ignore cover he will have a -1 to hit with all his shooting, and you have NO idea how helpful that is till you experience it.*

**Kelshin, USA**

#### **Further Information**

The first batch of Epic Eldar models and the Swordwind supplement is now available to buy. See the How to Order section on page 94 for information on purchasing.

#### **Websites**

[www.Epic-Battles.com](http://www.Epic-Battles.com)

