

<p align="center">-----ELDAR----- WEBWAY</p> <p>The Eldar player may choose to bring one formation through any Wraithgate during the teleport phase. Formation must arrive at the Wraithgate. Play this card during Teleport phase.</p> <p align="center">OR</p> <p align="center">COUNTERATTACK</p> <p>This card allows you to re-roll a single close combat or firefight dice roll. No dice may be re-rolled more than once. Play this card after dice roll for a close combat or firefight.</p>	<p align="center">-----ELDAR----- CONFUSE</p> <p>This card may be played at any time. One enemy detachment takes D3 blast markers. Play any time.</p> <p align="center">OR</p> <p align="center">PSYCHIC BLAST – 2</p> <p>Pick one enemy unit within 30cm of one of your psychic characters. The unit takes a hit unless the opposing player nullifies the attack by playing a Psychic blast with a higher value. Play this card at any time.</p>	<p align="center">-----ELDAR----- BATTLE FORTUNE</p> <p>This card may be played when your opponent declares he is shooting at an Eldar formation. The target Eldar formation is a -1 to hit for the rest of the turn.</p> <p align="center">OR</p> <p align="center">COUNTERATTACK</p> <p>This card allows you to re-roll a single close combat or firefight dice roll. No dice may be re-rolled more than once. Play this card after dice roll for a close combat or firefight.</p>	<p align="center">-----ELDAR----- GUIDE</p> <p>Play on a war engine within 30cm of one of your psychic characters. One weapon system or battery on the war engine counts as being on Overwatch. Play this card at any time.</p> <p align="center">OR</p> <p align="center">PSYCHIC BLAST – 2</p> <p>Pick one enemy unit within 30cm of one of your psychic characters. The unit takes a hit unless the opposing player nullifies the attack by playing a Psychic blast with a higher value. Play this card at any time.</p>
<p align="center">-----ELDAR----- BRILLIANT STRATEGY</p> <p><i>The threads of your plan come together now, outwitting your opponent at every turn and foiling his desperate attempts to out-manuever your army.</i></p> <p>Your army automatically wins the Initiative in this phase, do not roll for initiative</p> <p>Play this card at the start of any phase before initiative is decided.</p>	<p align="center">-----ELDAR----- ORBITAL BARRAGE</p> <p><i>Vessels orbiting the planet rain down a salvo of fire against the enemy.</i></p> <p>You may make a single attack against one enemy formation anywhere on the table. Roll 1D6 to determine the type of ship making the attack (1-4 Wraith ship/ 5+ Dragonship). Play this card in the shooting phase, instead of nominating a formation to fire.</p>	<p align="center">-----ELDAR----- DIVINE INSPIRATION</p> <p><i>Your troops are filled with heroic courage and throw themselves into the fray with no regard for their own lives.</i></p> <p>You may immediately remove D3 Blast markers from a single formation in your army. If the formation can see the Avatar, roll 2D6 and keep the highest. Play this card at any time.</p>	<p align="center">-----ELDAR----- FORCE MARCH</p> <p><i>Speed is vital and your troops push themselves and their vehicles to the limit to reach their objective.</i></p> <p>You may add 10cm to the Speed of all units in a single formation for the rest of the turn. Play this card at any time.</p>
<p align="center">-----ELDAR----- CURSES, FOILED AGAIN</p> <p><i>By some amazing means, you have managed to turn the tables on your opponent.</i></p> <p>This card cancels a Fate card played by your opponent and allows you to immediately use it yourself (if possible). If you do not or cannot use the card straightaway, it is discarded. Play this card after your opponent uses a Fate card.</p>	<p align="center">-----ELDAR----- COUNTERATTACK</p> <p>This card allows you to re-roll a single close combat or firefight dice roll. No dice may be re-rolled more than once. Play this card after dice roll for a close combat or firefight.</p> <p align="center">OR</p> <p align="center">BATTLE FORTUNE</p> <p>This card may be played when your opponent declares he is shooting at an Eldar formation. The target Eldar formation is a -1 to hit for the rest of the turn.</p>	<p align="center">-----ELDAR----- COUNTERATTACK</p> <p>This card allows you to re-roll a single close combat or firefight dice roll. No dice may be re-rolled more than once. Play this card after dice roll for a close combat or firefight.</p> <p align="center">OR</p> <p align="center">PSYCHIC BLAST – 1</p> <p>Pick one enemy unit within 30cm of one of your psychic characters. The unit takes a hit unless the opposing player nullifies the attack by playing a Psychic blast with a higher value. Play this card at any time.</p>	<p align="center">-----ELDAR----- FORCE MARCH</p> <p><i>Speed is vital and your troops push themselves and their vehicles to the limit to reach their objective.</i></p> <p>You may add 10cm to the Speed of all units in a single formation for the rest of the turn. Play this card at any time</p> <p align="center">OR</p> <p align="center">PSYCHIC BLAST – 2</p> <p>Pick one enemy unit within 30cm of one of your psychic characters. The unit takes a hit unless the opposing player nullifies the attack by playing a Psychic blast with a higher value. Play this card at any time.</p>
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