

# ELDAR WEBWAY GATE

Fortification

50

Points Each



**Composition:** Up to 3 Eldar Webway Gates

**Terrain Type:** Small Impassable Building (AV14, 3HP)

**Weapons:** None

**Special Rules:**

**Webway Gate:** Any models from the Eldar, Dark Eldar or Harlequin factions may use the Webway Gate to enter play from reserves as if it was a table edge.

**Web Travel:** In the movement phase models from the Eldar, Dark Eldar or Harlequin factions that end their turn with 2" of a Webway Gate may embark into the webway. The unit is removed from play and returns to play at the beginning of the next turn from any active Webway Gate.

Any number of units may embark into the Webway, but if not active Webway Gates are left for them to disembark from they are counted as casualties.

Models may not assault the turn they arrive from a Webway Gate (either from reserve or Web travel)

**Options:** Each Eldar Webway Gate may take items from the **Obstacles** list.