

1.7 CRAFTWORLD ELДАР

1.7.1 GENERAL CRAFTWORLD ELДАР SPECIAL RULES

1.7.1.1 Farsight

Eldar Farseers are able to partially unravel the threads of time, allowing them to foresee events that may affect his army, and act to counter them. To represent this, any Eldar formation that includes a unit with Farsight may ignore the -1 Action test penalty when they try to retain the initiative.

In addition, once per turn the Eldar player may attempt to retain the initiative twice in a row (i.e. the Eldar player can retain the initiative and take another action after having successfully retained the initiative once already). Any Eldar formation may be chosen, including those that do not include a unit with Farsight but at least one unit with Farsight must still be in play and on the battlefield. The formation must still pass an initiative test in order to carry out the action, and will suffer the -1 modifier for retaining the initiative unless it includes a unit with Farsight. Once the action has been taken the initiative returns to the opposing player.

1.7.1.2 Hit and Run Tactics

The Eldar are a dying race, and any loss is deeply mourned. Because of this they have developed tactics that, when combined with their highly advanced technology, allows them to attack the enemy and then quickly retire in order to avoid any return fire. This special ability is reflected by the following special rules, which apply to all formations in an Eldar army.

Eldar formations that take advance or double actions may choose to shoot either before or after each move. However, they may still only shoot once during the action. For example, an Eldar formation taking an advance action could shoot and then move or move and then shoot, while a formation taking a double action could shoot and move twice, move twice and then shoot, or move then shoot and then move again.

In addition, Eldar formations that win an assault are allowed to move any distance up to their speed value when they consolidate, rather than being limited to a move of 5 cm as would normally be the case.

1.7.1.3 Eldar Technology

The Eldar are a technologically sophisticated race that make use of a number of devices that have capabilities far in advance of anything used by the other races in the galaxy. These technological advantages are represented in Epic by the following special rules:

Holofields: Eldar Titans are protected by a holofield that is projected from special wing-like structures on the Titan's carapace. These fracture the image of the Titan making it appear as a swirling cloud of coloured motes to the naked eye, while at the same time disrupting any targeting devices attempting to lock onto the Titan. The overall result is to make the Titan a very hard target to hit! Holofields provide Titans with a special 3+ saving throw that can be taken instead of the Titan's normal saving throw. This save may always be taken, even against hits in an assault or against Titan Killer or Macro-weapons attacks. Make a single saving against weapons with the Titan Killer ability, rather than a separate save for each point of damage. If a vehicle with a holofield also has reinforced armour, then it is allowed to re-roll its saving throw unless hit by Lance, Macro-weapon or Titan Killer attacks, but the re-roll must be made using the units armour save rather than the holofield save. No Blast markers are placed for hits that are saved by a holofield.

Lance weapons: A lance uses a highly concentrated beam of laser energy to destroy heavily armoured targets. A unit with reinforced armour (see Epic: Armageddon 2.1.11) that is hit by a lance weapon is not allowed to re-roll its saving throw.

Webway Portals: Webway portals are used by the Eldar to safely travel through the Warp. Each webway portal included in the army allows the Eldar player to pick up to three other formations, and keep them back on the Craftworld. Any formation's that are kept on the Craftworld may enter play via the Webway Portal, by taking an action that allows them to make a move, and then measuring their first move from the position that a webway portal occupies on the tabletop. Note that the formation may appear through any portal, not just the one that was 'used' to allow the formation to be kept off-board. No more than one formation may travel through each webway portal each turn. In the GT scenario reserve formations with multiple deployment options must be designated as to deployment method during setup – webway, air transport or teleport.

1.7.2 GENERAL CRAFTWORLD ELДАР UNITS

1.7.2.1 GENERAL CRAFTWORLD ELДАР CHARACTERS

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Autarch	CH	n/a	n/a	n/a	n/a	Autarch CC Weapon Autarch FF Weapon	(contact) (15cm)	(Assault Weapons), EA (+1), MW (Small Arms), EA (+1)
	NOTES	<i>Supreme Commander, Inspiring, Invulnerable Save</i>						
Court of the Young King	CH	n/a	n/a	n/a	n/a	Ancient Weapons	(contact)	(Assault Weapons), EA (+1), MW
	NOTES	<i>The Court of the Young King represents Exarchs accompanying the Biel-Tan Avatar into battle.</i>						
Exarch	CH	n/a	n/a	n/a	n/a	Exarch CC Weapon Exarch FF Weapon	(contact) (15cm)	(Assault Weapons), EA (+1), MW (Small Arms), EA (+1)
	NOTES	<i>Inspiring. Exarchs added to Dire Avenger, Howling Banshee, Striking Scorpion, or Shining Spear units have an Exarch close combat weapon. Exarchs added to Fire Dragon, Swooping Hawk, Warp Spider or Dark Reaper units have an Exarch firefight weapon</i>						

1.7.2.2 GENERAL CRAFTWORLD ELДАР INFANTRY

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Farseer	INF	15cm	4+	4+	5+	Witch Blades Shuriken Pistols	(contact) (15cm)	(Assault Weapons), EA (+1), MW (Small Arms)
	NOTES	<i>Farsight, Commander, Invulnerable Save</i>						
Guardians	INF	15cm	n/a	6+	4+	Shuriken Catapults	(15cm)	(Small Arms)
	NOTES	--						
Heavy Weapon Platform	INF	15cm	n/a	6+	5+	Scatter Laser	30cm	AP5+/AT5+
	NOTES	--						
Support Weapon Platform	INF	15cm	n/a	6+	6+	D-Cannon	30cm	MW5+
	NOTES	--						
Jetbikes	INF	35cm	5+	6+	4+	Shuriken Catapults	(15cm)	(Small Arms)
	NOTES	<i>Skimmer, Mounted</i>						
Rangers	INF	15cm	5+	6+	5+	Shuriken Pistols Long Rifles	(15cm) 30cm	(Small Arms) AP5+
	NOTES	<i>Scout, Sniper</i>						
Wraithguard	INF	15cm	4+	4+	4+	Wraithcannon	(15cm) AND 15cm	(Small Arms), EA (+1), MW 2x MW5+
	NOTES	<i>Fearless, Reinforced Armour</i>						

1.7.2.3 GENERAL CRAFTWORLD ELDAR ASPECT WARRIORS

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Dark Reapers	INF	15cm	5+	6+	3+	Reaper Missile Launcher	45cm	2x AP5+
	NOTES	--						
Dire Avengers	INF	15cm	5+	5+	4+	Shuriken Catapults	(15cm)	(Small Arms), EA (+1)
	NOTES	--						
Fire Dragons	INF	15cm	5+	5+	4+	Fusion Guns	(15cm) AND 15cm	(Small Arms), MW MW5+
	NOTES	--						
Howling Banshees	INF	15cm	5+	2+	5+	Banshee Masks Shuriken Pistols	(contact) (15cm)	(Assault Weapons), First Strike (Small Arms)
	NOTES	--						
Shining Spears	INF	35cm	4+	4+	5+	Power Lances	(contact)	(Assault Weapons), Lance
	NOTES	<i>Skimmer, Mounted</i>						
Swooping Hawks	INF	35cm	5+	5+	4+	Lasblasters	(15cm)	(Small Arms)
	NOTES	<i>Scout, Jump Packs, Teleport</i>						
Striking Scorpions	INF	15cm	4+	4+	5+	Mandiblasters Shuriken Pistols	(contact) (15cm)	(Assault Weapons), EA (+1) (Small Arms)
	NOTES	--						
Warp Spiders	INF	15cm	4+	5+	4+	Death Spinner	(15cm)	(Small Arms)
	NOTES	<i>Jump Packs, First Strike, Infiltrator</i>						

1.7.2.4 GENERAL CRAFTWORLD ELDAR LIGHT VEHICLES

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Vyper Jetbike	LV	35cm	4+	6+	5+	Scatter Laser	30cm	AP5+/AT5+
	NOTES	<i>Skimmer</i>						
War Walker	LV	20cm	6+	5+	5+	Scatter Laser Bright Lance	30cm 30cm	AP5+/AT5+ AT5+, Lance
	NOTES	<i>Walker, Scout, Reinforced Armour</i>						

1.7.2.5 GENERAL CRAFTWORLD ELDAR ARMoured VEHICLES

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Falcon	AV	35cm	5+	6+	4+	Scatter Laser Falcon Pulse Laser	30cm 45cm	AP5+/AT5+ 2x AT4+
	NOTES	<i>Skimmer, Transport (may transport 1 of the following units: Autarch, Farseer, Guardian, Striking Scorpions, Howling Banshees, Fire Dragons, Dire Avengers, Dark Reapers)</i>						
Fire Prism	AV	35cm	5+	6+	5+	Prism Cannon	60cm	AP4+/AT2+, Lance
	NOTES	<i>Skimmer</i>						
Firestorm	AV	35cm	5+	6+	4+	Firestorm Battery	45cm	2x AP5+/AT5+/AA4+
	NOTES	<i>Skimmer</i>						
Night Spinner	AV	35cm	5+	6+	5+	Nightspinner	45cm	1 BP, Disrupt, Indirect Fire
	NOTES	<i>Skimmer</i>						
Wave Serpent	AV	35cm	5+	6+	4+	Twin Shuriken Cannon	30cm	AP4+
	NOTES	<i>Skimmer, Reinforced Armour, Transport (May transport 1 Wraithguard or any 2 of the following units: Autarch, Farseer, Guardians, Heavy Weapon Platforms, Striking Scorpions, Howling Banshees, Fire Dragons, Dire Avengers, Dark Reapers)</i>						
Wraithlord	AV	15cm	4+	3+	4+	Power Fists Bright Lance	(contact) 30cm	(Assault Weapons), EA (+1), MW AT5+, Lance
	NOTES	<i>Walker, Fearless, Reinforced Armour</i>						

1.7.2.6 GENERAL CRAFTWORLD ELDAR AIRCRAFT AND SPACECRAFT

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Dragonship	SC	n/a	n/a	n/a	n/a	Orbital Bombardment OR 2x Pin-point Attack	n/a n/a	8 BP, MW MW2+, TK(D3)
	NOTES	<i>Transport (May carry up to 12 Vampires and the units being transported on them) You must decide which weapon system the Dragonship will have at the start of the battle, when you record the turn it will arrive on. Write down the weapon system to be used alongside the turn of arrival.</i>						
Nightwing Interceptor	AC	F	4+	n/a	n/a	Twin Shuriken Cannons Bright Lances	30cm 30cm	AP4+/AA5+, FxF AT4+/AA5+, Lance, FxF
	NOTES	--						
Phoenix Bomber	AC	FB	5+	n/a	n/a	Nightspinners Twin Shuriken Cannons Phoenix Pulse Laser	15cm 30cm 45cm	1 BP, Disrupt, FxF AP4+/AA5+, FxF 2x AT4+, FxF
	NOTES	<i>Reinforced Armour</i>						
Vampire Raider	AC/WE	B	5+	6+	4+	Scatter Laser 2x Vampire Pulse Laser	30cm 45cm	AP5+/AT5+/AA5+, FxF 2x AT4+, FxF
	NOTES	<i>DC2, Reinforced Armour, Planetfall, Transport (may transport eight of the following units: Autarch, Farseer, Guardians, Striking Scorpions, Howling Banshees, Fire Dragons, Dire Avengers, Swooping Hawks, Warp Spiders, Dark Reapers, Heavy Weapon Platform, Support Weapon Platform, Wraithguard, Rangers)</i> <u>Critical Hit Effect:</u> The Vampire's control surfaces have been damaged and it is destroyed						
Wraithship	SC	n/a	n/a	n/a	n/a	Orbital Bombardment OR Pin-point Attack	n/a n/a	4 BP, MW MW2+, TK(D3)
	NOTES	<i>You must decide which weapon system the Dragonship will have at the start of the battle, when you record the turn it will arrive on. Write down the weapon system to be used alongside the turn of arrival.</i>						

1.7.2.7 GENERAL CRAFTWORLD ELDAR WAR ENGINES

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Avatar	WE	15cm	3+	2+	4+	Wailing Doom	(contact) AND 30cm	(Assault Weapons), EA (+1), MW MW5+
	NOTES	<i>DC3, Commander, Inspiring, Fearless, Walker, Invulnerable Save</i> Critical Hit Effect: With a ghastly wail the Avatar falls to the ground, twitches and lies still. All Eldar formations with a unit with a line of fire to the Avatar are so shaken by this that they receive a Blast marker						
Cobra	WE	25cm	5+	6+	5+	Shuriken Cannon Cobra D-Cannon Eldar Missile Launcher	30cm 30cm 45cm	AP5+ 2 BP, TK(D3+1), FxF AP5+/AT6+/AA6+
	NOTES	<i>DC3, Skimmer, Reinforced Armour</i> Critical Hit Effect: The Cobra's gravitic drives implode, sucking nearby troops into an energy maelstrom. The Cobra is destroyed and any models within 5cm of the model suffer one hit on a roll of 6						
Phantom Titan	WE	25cm	5+	3+	3+	2 x Eldar Missile Launcher 1-2x Titan Pulsar 0-1x Power Fist	45cm 75cm (contact) OR (15cm) OR 30cm	AP4+/AT5+/AA5+ 2x MW3+, TK(1) (Assault Weapons), TK(D3), EA (+2) (Small Arms), EA (+3) 6x AP4+/AT4+
	NOTES	<i>DC6, Holo-field, Reinforced Armour, Walker, Jump Packs, Fearless, Leader</i> <i>May be armed with 2 Pulsars or 1 Pulsar and 1 Power Fist.</i> <i>The Phantom's weapons may fire all around due to the Titan's exceptional manoeuvrability. May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.</i> Critical Hit Effect: The holo-field projector mounted in the Phantom Titan's wings is badly damaged and will no longer work. The Phantom Titan loses its holo-field save for the rest of the battle. Any further critical hits will cause an additional point of damage						
Revenant Scout Titan	WE	35cm	5+	4+	4+	2 x Revenant Pulse Laser 2 x Eldar Missile Launcher	45cm 45cm	2x MW4+ AP5+/AT6+/AA6+
	NOTES	<i>DC3, Holo-field, Walker, Jump Packs, Fearless.</i> <i>The Revenant's weapons may fire all around due to the Titan's exceptional manoeuvrability. May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.</i> Critical Hit Effect: The Revenant Titan's holo-field generator is destroyed. It may no longer take holo-field saves. Any further critical hits will destroy the Titan						
Scorpion	WE	25cm	5+	6+	5+	Shuriken Cannon Scorpion Twin Pulsars	30cm 60cm	AP5+ 2x MW2+
	NOTES	<i>DC3, Skimmer, Reinforced Armour</i> Critical Hit Effect: The Scorpion's gravitic drives implode, sucking nearby troops into an energy maelstrom. The Scorpion is destroyed and any models within 5cm of the model suffer one hit on a roll of 6						
Storm Serpent	WE	25cm	5+	6+	4+	Scatter Laser Storm Serpent Pulse Laser	30cm 45cm	AP5+/AT5+ 2x AT3+
	NOTES	<i>DC3, Skimmer, Reinforced Armour, Wraithgate Webway Portal</i> IMPORTANT NOTE: <i>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 with the Walker ability; formations that include any other type of unit may not use a Wraithgate to enter play.</i> Critical Hit Effect: The Storm Serpent's gravitic drives implode, sucking nearby troops into an energy maelstrom. The Storm Serpent is destroyed and any models within 5cm of the model suffer one hit on a roll of 6						
Void Spinner	WE	25cm	5+	6+	5+	Voidspinner Array	60cm	3 BP, Disrupt, Indirect Fire
	NOTES	<i>DC3, Skimmer, Reinforced Armour</i> Critical Hit Effect: The Void Spinner's gravitic drives implode, sucking nearby troops into an energy maelstrom. The Void Spinner is destroyed and any models within 5cm of the model suffer one hit on a roll of 6						
Warlock Titan	WE	25cm	5+	3+	3+	2 x Eldar Missile Launcher 1 x Psychic Lance 0-1 x Titan Pulsar 0-1 x Power Fist	45cm (15cm) 30cm 75cm (contact) OR (15cm) OR 30cm	AP4+/AT5+/AA5+ (Small Arms), EA (+2), TK(D3) 3 BP, Disrupt, Ignore Cover, TK (D3) 2x MW3+, TK(1) (Assault Weapons), EA (+2), TK(D3) (Small Arms), EA (+3) 6x AP4+/AT4+
	NOTES	<i>DC6, Holo-field, Reinforced Armour, Walker, Jump Packs, Fearless, Leader, Inspiring, Farsight.</i> <i>May be armed with 1 Psychic Lance and 1 Pulsar or 1 Power Fist.</i> <i>The Warlock's weapons may fire all around due to the Titan's exceptional manoeuvrability. May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.</i> Critical Hit Effect: The holo-field projector mounted in the Warlock Titan's wings is badly damaged and will no longer work. The Warlock Titan loses its holo-field save for the rest of the battle. Any further critical hits will cause an additional point of damage						

1.7.3 EXPERIMENTAL CRAFTWORLD ELDAR UNITS

1.7.3.1 EXPERIMENTAL CRAFTWORLD ELDAR CHARACTERS

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Mounted Farseer	CH	n/a	n/a	n/a	n/a	Witch Blade	(contact)	(Assault Weapons), EA (+1), MW
	NOTES	<i>Commander, Invulnerable Save, Farsight. Counts as a Farseer</i>						
Spear of Khaine	CH	n/a	n/a	n/a	n/a	Singing Spear	(15cm) OR (contact)	(Small Arms), EA (+1) (Assault Weapons), EA (+1), MW
	NOTES	<i>The Spear of Khaine represents Warlocks accompanying the Ultrawé Avatar into battle.</i>						
Spirit Seer	CH	n/a	n/a	n/a	n/a	Singing Spear	(15cm) OR (contact)	(Small Arms), EA (+1) (Assault Weapons), EA (+1), MW
	NOTES	<i>Invulnerable Save, Farsight. A Spiritseer adds +1 to the Initiative rolls of any Spirit Warrior formation they are part of.</i>						
Wraith Seer	CH	n/a	n/a	n/a	n/a	Singing Spear	(15cm) OR (contact)	(Small Arms), EA (+1) (Assault Weapons), EA (+1), MW
	NOTES	<i>Supreme Commander, Invulnerable Save, Farsight. Counts as a Farseer. A Wraith Seer adds +1 to the Initiative rolls of any Spirit Warrior formation they are part of.</i>						

1.7.3.2 EXPERIMENTAL ELDAR INFANTRY

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Pathfinders	INF	20cm	5+	6+	5+	Shuriken Pistols Long Rifles	(15cm) 30cm	(Small Arms) AP5+
	NOTES	<i>Scout, Sniper, Invulnerable Save, Teleport</i>						
Seer Council	INF	15cm	4+	4+	4+	Witch Blades Eldar Psychic Powers	(contact) (15cm)	(Assault Weapons), EA (+1), MW (Small Arms), EA (+1), MW
	NOTES	<i>Farsight, Invulnerable Save, Reinforced Armour, Supreme Commander. Counts as a Farseer.</i>						
Wild Riders	INF	35cm	4+	4+	5+	Eldar Close Combat Weapons Shuriken Catapults	(contact) (15cm)	(Assault Weapons), EA (+1) (Small Arms)
	NOTES	<i>Skimmer, Mounted, Leader</i>						

1.7.3.3 EXPERIMENTAL ELDAR LIGHT VEHICLES

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
[Empty]								

1.7.3.4 EXPERIMENTAL ELDAR ARMoured VEHICLES

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
[Empty]								

1.7.3.5 EXPERIMENTAL ELDAR AIRCRAFT AND SPACECRAFT

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Vampire Hunter	AC/WE	B	5+	n/a	n/a	Scatter Laser Hunter Twin Pulsar Twin Eldar Missile Launcher	30cm 30cm 45cm	AP5+/AT5+/AA5+, FxF 2x MW2+, FxF AP4+/AT5+/AA5+
	NOTES	<i>DC2, Reinforced Armour</i> <u>Critical Hit Effect:</u> The Vampire Hunter's control surfaces have been damaged, it crashes and is destroyed.						

1.7.3.6 EXPERIMENTAL ELDAR WAR ENGINES

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Bright Stallion	WE	30cm	5+	4+	5+	Stallion Lasers Hooves	45cm (15cm) (contact)	2 x MW4+ (Small Arms), EA (+1) (Assault Weapon), EA (+1)
	NOTES	<i>DC2, Reinforced Armor, Walker.</i> <u>Critical Hit Effect:</u> The Bright Stallion staggers D6cm in a random direction and collapses, destroyed. Any units struck by the falling Knight suffer a hit.						
Fire Gale	WE	20cm	5+	5+	4+	Fire Lance	30cm	MW4+, TK (3 -1 per 15cm from target)
	NOTES	<i>DC2, Reinforced Armor, Walker.</i> <u>Critical Hit Effect:</u> The Fire Gale staggers D6cm in a random direction and collapses, destroyed. Any units struck by the falling Knight suffer a hit.						
Towering Destroyer	WE	20cm	5+	4+	5+	Destroyer Cannon Destroyer Laser Destroyer Sabers	30cm 45cm AND (15cm) (contact)	2 x AP4+ 2 x AT4+ (Small Arms), EA (+1) (Assault Weapons), EA (+2)
	NOTES	<i>DC2, Reinforced Armor, Walker.</i> <u>Critical Hit Effect:</u> The Towering Destroyer staggers D6cm in a random direction and collapses, destroyed. Any units struck by the falling Knight suffer a hit.						

1.6.3.7 EXPERIMENTAL ELDAR TITAN WEAPONS

WEAPON	RANGE	FIREPOWER
Fusion Lance	60cm	MW2+, TK (4 - 1 per 15cm range to target)
Tremor Cannon	60cm	BP4, Disrupt, Ignore Cover, Lance
Titan D-Cannon	45cm	D3+1BP, MW, TK (D6)
Revenant Sonic Lance	45cm	BP2, Disrupt, Ignore Cover, Lance



BIEL-TAN CRAFTWORLD ARMY LIST

ARMY CHAMPION: Kevin "Chroma" Petker

Version: FINAL

Biel-Tan Craftworld armies have a strategy rating of 4+. Aspect Warrior, Avatar, and Titans formations have an initiative rating of 1+. All other formations have an initiative rating of 2+.

BIEL-TAN CRAFTWORLD INDIVIDUALS

FORMATION	CORE UNITS	NOTES	COST
0-1 Wraithgate	The Eldar player may choose to replace one of the Objective markers in their half of the table with a Wraithgate.	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.	50 points
0-1 Avatar	One Avatar, escorted by the Court of the Young King.	In Grand Tournament games the Avatar must start off the table. At the start of any turn (including the first) they may be set up on the table within 15cms of a Farseer. In the End Phase of the turn the Avatar returns to the Webway and is removed from play. Once the Avatar has left they may not return.	Free
0-1 Autarch	Add an Autarch character to any Aspect Warrior unit.	If an Autarch is taken then he counts as one of the Exarchs in the Aspect Warrior formation (see the entry for the Aspect Warrior Warhost below).	+75 points

BIEL-TAN CRAFTWORLD WARHOSTS

A Biel-Tan army may contain any number of Warhosts.

FORMATION	CORE UNITS	EXTRAS	COST
Aspect Warrior Warhost	Eight Aspect Warrior units chosen from the following list, in any combination: Dire Avengers, Striking Scorpions, Howling Banshees, Fire Dragons, Warp Spiders, Dark Reapers, Swooping Hawks, Shining Spears.	All units apart from Shining Spears, Swooping Hawks, and Warp Spiders 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 and each Falcon taken costs +65 points.	300 points
Guardian Warhost	One Farseer unit Seven Guardian units.	In addition the Troupe may include up to two Exarch character upgrades for +25 points each. 3 Support Weapon Platforms for +50 points 2-3 Wraithguard units for +50 points each 3 Wraithlords for +175 points	150 points
	Up to three Guardian s may be replaced with Heavy Weapon Platforms for free.	Alternatively, formations consisting only of Guardians, Farseers and Heavy Weapon Platforms may be mounted in four Wave Serpents for +200 points.	

BIEL-TAN CRAFTWORLD TROUPES

The army may include up to three Troupes chosen from the following list for each Warhost included in the army.

FORMATION	CORE UNITS	COST
Ranger Troupe	Four to eight Eldar Rangers	25 points each
War Walker Troupe	Four to six Eldar War Walkers	35 points each
Windrider Troupe	Six Jetbikes. <i>(Any number of Jetbikes may be replaced with Vypers at no additional cost.)</i>	200 points
Swords of Vault Troupe	Five or six Falcons for +50 points each. Up to two Falcons may be replaced with a Fire Storm for free. In addition, any number of Falcons may be upgraded to Fire Prisms for +15 points each.	Varies
Night Spinner Troupe	Three Eldar Night Spinners	175 points
Engine of Vault Troupe	Up to three Cobra, Scorpion, Storm Serpent, or Void Spinner (or any combination)	250 points each

BIEL-TAN SPACECRAFT, AIRCRAFT, AND TITANS

Up to a third of the army's points may be spent on Spacecraft, Aircraft, and Titans.

FORMATION	CORE UNITS	COST
0-1 Eldar Spacecraft	One Wraithship	150 points
	OR one Dragonship	300 points
0-1 Warlock Titan	One Warlock Titan	850 points
Phantom Titan	One Phantom Titan	750 points
Revenant Titans	Two Revenant Titans	650 points
Nightwings	Three Nightwing Interceptors	300 points
Phoenix Bombers	Three Phoenix Bombers	400 points
Vampire Raider	One Vampire Raider	200 points

SPECIAL RULE – May Not Garrison

The Eldar are a highly mobile army, and rarely have enough forces to try to take and hold ground. Because of this, instead of maintaining a heavily garrisoned front line, they will usually rely on a screen of Rangers and War Walkers to warn of the approach of any enemy forces. Meanwhile the bulk of the highly mobile Eldar army will be held back in reserve, where it will be ready to move quickly to any threatened sector. This tactic allows the Eldar to hold large areas of ground with relatively few troops

To represent these tactics, only Eldar Ranger and War Walker formations are allowed to garrison in the Grand Tournament game scenario.



ALAITOC CRAFTWORLD ARMY LIST

ARMY SUB-CHAMPION: Kevin "Chroma" Petker

Version: 2.5

Alaitoc Craftworld armies have a strategy rating of 4+. Aspect Warrior, Avatar, and Titans formations have an initiative rating of 1+. All other formations have an initiative rating of 2+.

ALAITOC CRAFTWORLD INDIVIDUALS

FORMATION	CORE UNITS	NOTES	COST
0-1 Wraithgate	The Eldar player may choose to replace one of the Objective markers in their half of the table with a Wraithgate.	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.	50
0-1 Avatar	One Avatar	In Grand Tournament games the Avatar must start off the table. At the start of any turn (including the first) they may be set up on the table within 15cms of a Farseer. In the End Phase of the turn the Avatar returns to the Webway and is removed from play. Once the Avatar has left they may not return.	Free
0-1 Autarch	Add an Autarch character to any Aspect Warrior unit.	If an Autarch is taken then he does not count as the formation's Exarch. in the Aspect Warrior formation (see the entry for the Aspect Warrior Troupe below).	+75

ALAITOC CRAFTWORLD WARHOSTS

An Alaitoc army may contain any number of Warhosts.

FORMATION	CORE UNITS	EXTRAS	COST
Alaitoc Ranger Warhost	Four Eldar Ranger units	Choose one of the following options: Four additional Eldar Rangers, free. Three War Walkers, free Four Falcons, +200 points	200
Eldar Guardian Warhost	One Farseer unit Seven Guardian units.	3 Support Weapon Platforms for +50 points 2-3 Wraithguard units for +50 points each 3 Wraithlords for +175 points	150
	Up to three Guardians may be replaced with Heavy Weapon Platforms for free.	Alternatively, formations consisting only of Guardians, Farseers and Heavy Weapon Platforms may be mounted in four Wave Serpents for +200 points.	

ALAITOC CRAFTWORLD TROUPES

The army may include up to three Troupes chosen from the following list for each Warhost included in the army.

FORMATION	CORE UNITS	COST
Pathfinder Troupe	Four to six Eldar Pathfinders.	50 points each
Aspect Warrior Troupe	Six Aspect Warrior units chosen from the following list, in any combination: Dire Avengers, Striking Scorpions, Howling Banshees, Fire Dragons, Warp Spiders, Dark Reapers, Swooping Hawks, Shining Spears.	225
	All units apart from Shining Spears, Swooping Hawks, and Warp Spiders 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 and each Falcon taken costs +65 points. In addition the troupe may include up to 1 Exarch character upgrade for +25 points	
War Walker Troupe	Four to six Eldar War Walkers	35 points each
Windrider Troupe	Six Jetbikes. <i>(Any number of Jetbikes may be replaced with Vypers at no additional cost.)</i>	200
Swords of Vaul Troupe	Five or six Falcons for +50 points each. Up to two Falcons may be replaced with a Fire Storm for free.	Varies
Night Spinner Troupe	Three Eldar Night Spinners for	175
Engine of Vaul Troupe	Up to three Cobra, Scorpion, Storm Serpent, or Void Spinner (or any combination)	250 points each

ALAITOC SPACECRAFT, AIRCRAFT, AND TITANS

Up to a third of the army's points may be spent on Spacecraft, Aircraft, and Titans.

FORMATION	CORE UNITS	COST
0-1 Eldar Spacecraft	One Wraithship	150 points
	OR one Dragonship	300 points
0-1 Warlock Titan	One Warlock Titan	850
Phantom Titan	One Phantom Titan	750
Revenant Titans	Two Revenant Titans	650
Nightwings	Three Nightwing Interceptors	300
Phoenix Bombers	Three Phoenix Bombers	400
Vampire Raider	One Vampire Raider	200

SPECIAL RULE – Trailblazing

Like other Eldar armies, the forces of Alaitoc are highly mobile and rarely have enough forces to try to take and hold ground. Instead of maintaining a heavily garrisoned front line, they will usually rely on a screen of Rangers and War Walkers to warn of the approach of any enemy forces. Meanwhile, the bulk of the highly mobile Eldar army will be held back in reserve, where it will be ready to move quickly to any threatened sector. This tactic allows the Eldar to hold large areas of ground with relatively few troops.

To represent these tactics, only Alaitoc Ranger Warhosts, Pathfinder Troupes, and War Walkers Troupes are allowed to garrison objectives in the Grand Tournament game scenario.

SPECIAL RULE – Falcons of Alaitoc

The contact between Alaitoc and their Rangers who have left the Craftworld remain closer than other Craftworlds. Because of this Alaitoc often provide Falcons to assist their Rangers. Falcons in an Alaitoc army are allowed to transport a single Ranger or Pathfinder unit instead of their normally transportable units.

All other normal transport rules apply.



IYANDEN CRAFTWORLD ARMY LIST

ARMY SUB-CHAMPION: Kevin "Chroma" Petker

Version: 3.4



Iyanden Craftworld armies have a strategy rating of 4+. Aspect Warrior, Avatar, and Titans formations have an initiative rating of 1+. All other formations have an initiative rating of 2+.

IYANDEN CRAFTWORLD INDIVIDUALS

FORMATION	CORE UNITS	NOTES	COST
0-1 Wraithgate	The Eldar player may choose to replace one of the Objective markers in their half of the table with a Wraithgate.	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.	50 points
0-1 Avatar	One Avatar	In Grand Tournament games the Avatar must start off the table. At the start of any turn (including the first) they may be set up on the table within 15cms of a Farseer. In the End Phase of the turn the Avatar returns to the Webway and is removed from play. Once the Avatar has left they may not return.	Free
0-1 Supreme Commander	<i>Choose one:</i> You may add an Autarch character to any Aspect Warrior unit. Or Replace one Spiritseer with a Wraith Seer	This counts as an Exarch in the Aspect Warrior formation.	+75 OR +100

IYANDEN CRAFTWORLD HOSTS

An Iyanden army may contain any number of Warhosts.

FORMATION	CORE UNITS	EXTRAS	COST
*Guardian Warhost	One Farseer unit Seven Guardian units.	3 Support Weapon Platforms for +50 points 2-3 Wraithguard units for +50 points each 3 Wraithlords for +175 points	300 points
Spirit Warrior Warhost	Up to three Guardian s may be replaced with Heavy Weapon Platforms for free. A Spirit Warrior Warhost consists of six Wraithguard units and one Spirit Seer character.	Alternatively, formations consisting only of Guardians, Farseers and Heavy Weapon Platforms may be mounted in four Wave Serpents for +200 points. In addition, the Spirit Warhost may select <u>one</u> of the following options: Add 3 Wraithlords for +175 points OR Add 6 Waveserpents for +300 points.	350 points

IYANDEN CRAFTWORLD TROUPES

The army may include up to three Troupes chosen from the following list for each Warhost included in the army.

FORMATION	CORE UNITS	COST
*Aspect Warrior Troupe	Four Aspect Warrior units chosen from the following list: Dire Avengers, Striking Scorpions, Howling Banshees, Fire Dragons, Warp Spiders, Dark Reapers, Swooping Hawks, Shining Spears, in any mix. All units apart from Swooping Hawks 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 and each Falcon taken costs +65 points. In addition the formation may include up to 1 Exarch character upgrade for +25 points.	175 points
Spirit Warrior Troupe	Six Wraithlords	350 points
*Ranger Troupe	From four to eight Eldar Rangers for +25 points each.	25 points each
War Walker Troupe	Four to six Eldar War Walkers	35 points each
*Windrider Troupe	Six Jetbikes. <i>(Any number of Jetbikes may be replaced with Vypers at no additional cost.)</i> From five to six Falcons for 50 points each.	200 points
Swords of Vault Troupe	Up to two Falcons may be replaced with a Fire Storm at no additional cost. In addition, any number of Falcons may be upgraded to Fire Prisms for +15 points each.	varies
Night Spinner Troupe	Three Eldar Night Spinners	175 points
Engine of Vault Troupe	Up to three Scorpion, Cobra, or Storm Serpent (or any combination)	250 points each

IYANDEN SPACECRAFT, AIRCRAFT, AND TITANS

Up to a third of the army's points may be spent on Spacecraft, Aircraft, and Titans.

FORMATION	CORE UNITS	COST
0-1 Eldar Spacecraft	One Wraithship OR one Dragonship	150 points 300 points
0-1 Warlock Titan	One Warlock Titan	850
Phantom Titan	One Phantom Titan	750
Revenant Titans	Two Revenant Titans	650
Nightwings	Three Nightwing Interceptors	300
Phoenix Bombers	Three Phoenix Bombers	400
Vampire Raider	One Vampire Raider	200

SPECIAL RULE – May Not Garrison

The Eldar are a highly mobile army, and rarely have enough forces to try to take and hold ground. Because of this, instead of maintaining a heavily garrisoned front line, they will usually rely on a screen of Rangers and War Walkers to warn of the approach of any enemy forces. Meanwhile the bulk of the highly mobile Eldar army will be held back in reserve, where it will be ready to move quickly to any threatened sector. This tactic allows the Eldar to hold large areas of ground with relatively few troops

To represent these tactics, only Eldar Ranger and War Walker formations are allowed to garrison in the Grand Tournament game scenario.

SPECIAL RULE – The Living Few

Iyanden suffers with a depleted population which has driven them, in times of need, to raising Spirit Warriors to fight in their stead. As a result, Iyanden Craftworld Eldar Armies may not have more individual Eldar Guardian Warhosts, Aspect Warrior, Ranger, or Windrider Troupes than they have Spirit Warrior Warhosts.



SAIM-HANN CRAFTWORLD ARMY LIST

ARMY SUB-CHAMPION: Kevin "Chroma" Petker

Version: 6.3



Saim-Han Craftworld armies have a strategy rating of 3+. Aspect Warrior, Avatar, and Titans formations have an initiative rating of 1+. All other formations have an initiative rating of 2+.

SAIM-HAN CRAFTWORLD INDIVIDUALS

FORMATION	CORE UNITS	NOTES	COST
0-1 Wraithgate	The Eldar player may choose to replace one of the Objective markers in their 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.	50
0-1 Avatar	One Avatar	In Grand Tournament games the Avatar must start off the table. At the start of any turn (including the first) they may be set up on the table within 15cms of a Farseer (this represents the Farseer summoning the Avatar to the battlefield). In the End Phase of the turn the Avatar returns to the Webway and is removed from play. Once the Avatar has left it may not return. Note that if there are no Farseers in play then the Avatar may not be used (as there will not be a Farseer that can summon them).	Free
0-1 Wild Rider Chieftain	You may add an Autarch character to one Wild Riders unit.		+75

SAIM-HAN CRAFTWORLD HOSTS

A Saim-Han army may contain any number of Warhosts.

FORMATION	CORE UNITS	EXTRAS	COST
Wild Rider Clan Warhost	A Wild Rider Clan Warhost consists of one Wild Riders unit and six Jetbike units.	Add 3 Jetbike units for +100 points or add 6 Jetbike units for +200 points Add 3 Shining Spears units for +100 points Add 1 Mounted Farseer character to a Jetbike or Vyper unit +50 points	250
Shining Spear Aspect Warrior Warhost <i>(You may include one Shining Spear Warhost in your army per Wild Rider Clan Warhost)</i>	A Shining Spear Aspect Warrior Warhost consists of eight Shining Spear Aspect Warrior units.	Any number of Jetbike units in the formation may be replaced with Vypers at no additional points cost. The formation may include up to two Exarch character upgrades for +25 points each	300

SAIM-HAN CRAFTWORLD TROUPES

The army may include up to two Troupes chosen from the following list for each Warhost included in the army.

FORMATION	CORE UNITS	COST
Saim-Hann Guardian Troupe	Six Guardian units and three Wave Serpents Up to two Guardians may be replaced with Heavy Weapon Platforms at no additional cost in points. Replace two Guardian units with Wraithguard units and add an additional Wave Serpent +125 points	250 points
Aspect Warrior Troupe	Six Aspect Warrior units chosen, in any combination, from the following list for 225 points: Dire Avengers, Striking Scorpions, Howling Banshees, Fire Dragons, Warp Spiders, Dark Reapers, Swooping Hawks and Shining Spears. All units apart from Shining Spears, Swooping Hawks and Warp Spiders must be transported in Wave Serpents and/or Falcons. You must take exactly enough transport vehicles to carry the units that require transport, without any spare transport space being left over. Each Wave Serpent taken costs +50 points, and each Falcon taken costs +65 points. In addition the formation may include one Exarch character upgrade for +25 points.	Varies
Ranger Troupe	From four to eight Eldar Rangers	25 points each
Swords of Vault Troupe	From five to six Falcons for 50 points each. Up to two Falcons may be replaced with a Fire Storm at no additional cost. In addition, any number of Falcons may be upgraded to Fire Prisms for +15 points each.	Varies
Night Spinner Troupe	Three Eldar Night Spinners	175 points
Engines of Vault Troupe	Up to three Scorpion, Cobra, or Storm Serpent (or any combination)	250 points each

SAIM-HAN SPACECRAFT, AIRCRAFT, AND TITANS

Up to a third of the army's points may be spent on Spacecraft, Aircraft, and Titans.

FORMATION	CORE UNITS	COST
0-1 Eldar Spacecraft	One Wraithship OR one Dragonship	150 points 300 points
Revenant Titans	Two Revenant Titans	650 points
Nightwings	Three Nightwing Interceptors	300 points
Phoenix Bombers	Three Phoenix Bombers	400 points
Vampire Hunters	Two Vampire Hunters	500 points

SPECIAL RULE – May Not Garrison

The Eldar are a highly mobile army, and rarely have enough forces to try to take and hold ground. Because of this, instead of maintaining a heavily garrisoned front line, they will usually rely on a screen of Rangers and War Walkers to warn of the approach of any enemy forces. Meanwhile the bulk of the highly mobile Eldar army will be held back in reserve, where it will be ready to move quickly to any threatened sector. This tactic allows the Eldar to hold large areas of ground with relatively few troops

To represent these tactics, only Eldar Ranger and War Walker formations are allowed to garrison in the Grand Tournament game scenario.



ULTHWÉ CRAFTWORLD ARMY LIST

ARMY SUB-CHAMPION: Kevin "Chroma" Petker

Version: 3.5



Ulthwé Craftworld armies have a strategy rating of 4+. Aspect Warrior, Avatar, and Titans formations have an initiative rating of 1+. All other formations have an initiative rating of 2+.

ULTHWÉ CRAFTWORLD INDIVIDUALS

FORMATION	CORE UNITS	NOTES	COST
0-1 Wraithgate	The Eldar player may choose to replace one of the Objective markers in their 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.	50
0-1 Ulthwé Avatar	One Avatar (May be accompanied by the Spear of Khaine for +25 points.)	In Grand Tournament games the Avatar must start off the table. At the start of any turn (including the first) they may be set up on the table within 15cms of a Farseer (this represents the Farseer summoning the Avatar to the battlefield). In the End Phase of the turn the Avatar returns to the Webway and is removed from play. Once the Avatar has left they may not return. Note that if there are no Farseers in play then the Avatar may not be used (as there will not be a Farseer that can summon them).	Free (+25)
0-1 Seer Council	You may replace one Farseer unit with a Seer Council unit		+100

ULTHWÉ CRAFTWORLD HOSTS

An Ulthwé army may contain any number of Warhosts.

FORMATION	CORE UNITS	EXTRAS	COST
Guardian Warhost	An Eldar Guardian Warhost consists of one Farseer unit and seven Guardian units. Up to three Guardians may be replaced with Heavy Weapon Platforms at no additional cost in points.	Three Support Weapon Platforms for +50 points Two or three Wraithguard units for +50 points each Three Wraithlords for +175 points	150
Ulthwé Black Guardian Warhost	An Ulthwé Black Guardian Warhost consists of two Farseer units and six Guardian units. Up to three Guardians may be replaced with Heavy Weapon Platforms at no additional cost in points.	Alternatively, formations consisting only of Guardians, Heavy Weapon Platforms, Farseers, and Seer Council may be mounted in four Wave Serpents for +200 points. 3 Support Weapon Platforms for +50 points 3 War Walker for +100 points	200
		Alternatively, formations consisting only of Guardians, Heavy Weapon Platforms, Farseers, and Seer Council may be mounted in four Wave Serpents for +200 points. Up to two Wave Serpents may be replaced with two Falcons each at an additional cost of +75 points per pair. You may also add three Jetbikes or Vyper Jetbikes, in any combination, for +100 points.	

ULTHWÉ CRAFTWORLD TROUPES

The army may include up to two Troupes chosen from the following list for each Warhost included in the army.

FORMATION	CORE UNITS	COST
Aspect Warrior Troupe	Four aspect warrior units chosen from the following list: Dire Avengers, Striking Scorpions, Howling Banshees, Fire Dragons, Warp Spiders, Dark Reapers, Swooping Hawks, Shining Spears, in any mix. All units apart from Swooping Hawks 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 and each Falcon taken costs +65 points. In addition the formation may include up to 1 Exarch character upgrade for +25 points.	175 points
Ranger Troupe	Four to eight Eldar Ranger units.	25 points each
War Walker Troupe	Four to six Eldar War Walkers.	35 points each
Windrider Troupe	Six Jetbikes (Any number of Jetbikes may be replaced with Vypers at no additional cost.)	200
Swords of Vault Troupe	Five to six Falcons for 50 points each Up to two Falcons may be replaced with Fire Storms at no additional cost. In addition, any number of Falcons may be upgraded to Fire Prisms for +15 points each.	varies
Night Spinner Troupe	Three Eldar Night Spinners	175 points
Engines of Vault Troupe	Up to three Scorpion, Cobra, or Storm Serpent (in any combination)	250 points each

ULTHWÉ SPACECRAFT, AIRCRAFT, AND TITANS

Up to a third of the army's points may be spent on Spacecraft, Aircraft, and Titans.

FORMATION	CORE UNITS	COST
0-1 Eldar Spacecraft	One Wraithship OR one Dragonship	150 points 300 points
0-1 Warlock Titan	One Warlock Titan	850
Phantom Titan	One Phantom Titan	750
Revenant Titans	Two Revenant Titans	650
Nightwings	Three Nightwing Interceptors	300
Phoenix Bombers	Three Phoenix Bombers	400
Vampire Raider	One Vampire Raider	200

SPECIAL RULE – May Not Garrison

The Eldar are a highly mobile army, and rarely have enough forces to try to take and hold ground. Because of this, instead of maintaining a heavily garrisoned front line, they will usually rely on a screen of Rangers and War Walkers to warn of the approach of any enemy forces. Meanwhile the bulk of the highly mobile Eldar army will be held back in reserve, where it will be ready to move quickly to any threatened sector. This tactic allows the Eldar to hold large areas of ground with relatively few troops

To represent these tactics, only Eldar Ranger and War Walker formations are allowed to garrison in the Grand Tournament game scenario.

DESIGN NOTE – Ulthwé Black Guardian

Ulthwé Black Guardians often have more elaborate markings on their armour which were added during their long use. They should be identifiably distinct from the standard Guardians in the army.



YME-LOC CRAFTWORLD ARMY LIST

ARMY SUB-CHAMPION: Kevin "Chroma" Petker

Version: 1.5



Yme-Loc Craftworld armies have a strategy rating of 4+. Aspect Warrior, Avatar, and Titans formations have an initiative rating of 1+. All other formations have an initiative rating of 2+.

YME-LOC CRAFTWORLD INDIVIDUALS

FORMATION	CORE UNITS	NOTES	COST
0-1 Webway Portal <i>(The Webway Portal functions both as a webway portal and as an objective for rules purposes. It may not be attacked or destroyed.)</i>	One <u>Wraithgate</u> : 50 points The Eldar player may choose to replace one of the Objective markers in their half of the table with a Wraithgate.	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.	50
	OR		OR
0-1 Avatar	One <u>Gate of Vault</u> : 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. One Avatar	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 Eldar formation may exit from it if any unbroken enemy formations are within 15cm of it. In Grand Tournament games the Avatar must start off the table. At the start of any turn (including the first) they may be set up on the table within 15cms of a Farseer (this represents the Farseer summoning the Avatar to the battlefield). In the End Phase of the turn the Avatar returns to the Webway and is removed from play. Once the Avatar has left it may not return. Note that if there are no Farseers in play then the Avatar may not be used (as there will not be a Farseer that can summon them). The Autarch does not replace an Exarch in the formation.	150 Free
0-1 Autarch	You may add an Autarch character to one Aspect Warrior Warhost		+75

YME-LOC CRAFTWORLD HOSTS

An Yme-Loc army may contain any number of Warhosts.

FORMATION	CORE UNITS	EXTRAS	COST
Swords of Vault Warhost	One Farseer unit and seven Falcons. Up to two Falcons may be replaced with Fire Storms at no additional cost.	Replace up to three Falcons with Fire Prisms for +15 points each Add 3 Vyper Jetbikes for +100 points Add 4 Guardian Units and 2 Wave Serpents for +150	350
Engines of Vault Warhost	Two Engines of Vault chosen, in any combination, from the following list: Cobra, Scorpion, Storm Serpent.	Add an additional Engine of Vault + 250 points Add 3 Vyper Jetbikes for +100 points Add 4 Guardian Units and 2 Wave Serpents for +150	450

YME-LOC CRAFTWORLD TROUPES

The army may include up to three Troupes chosen from the following list for each Warhost included in the army.

FORMATION	CORE UNITS	COST
Aspect Warrior Troupe	Six Aspect Warriors chosen, in any combination, from the following list for 225 points: Dire Avengers, Striking Scorpions, Howling Banshees, Fire Dragons, Warp Spiders, Dark Reapers, Swooping Hawks and Shining Spears. All units apart from Shining Spears, Swooping Hawks and Warp Spiders may be transported in Wave Serpents and/or Falcons. You must take exactly enough transport vehicles to carry the units that require transport, without any spare transport space being left over. Each Wave Serpent taken costs +50 points, and each Falcon taken costs +65 points. In addition the formation may include up to one Exarch character upgrade for +25 points.	225
Ranger Troupe	From four to eight Eldar Rangers	25 points each
Windrider Troupe	Six Jetbikes <i>(Any number of Jetbikes may be replaced with Vypers at no additional cost.)</i>	200 points
Guardian Troupe	An Eldar Guardian Troupe consists of seven Guardian units. Up to three Guardians may be replaced with Heavy Weapon Platforms at no additional cost in points. One Farseer unit may be added for +50 points. In addition the formation may include these upgrades: 3 Support Weapon Platforms for +50 points 2-3 Wraithguard units for +50 points each 3 Wraithlords for +175 points Alternatively, the formation may be mounted in four Wave Serpents for +200 points. If this option is taken then the formation is only allowed to consist of Guardians and Farseers.	125 points
War Walker Troupe	Six War Walkers	200 points
Chains of Vault Troupe	Four Night Spinners and one Firestorm	400 points
Engines of Vault Troupe	One Scorpion, Cobra, or Storm Serpent	250 points

YME-LOC SPACECRAFT, AIRCRAFT, AND TITANS

Up to a third of the army's points may be spent on Spacecraft, Aircraft, and Titans.

FORMATION	CORE UNITS	COST
0-1 Eldar Spacecraft	One Wraithship OR one Dragonship	150 points 300 points
0-1 Warlock Titan	One Warlock Titan	850
Phantom Titan	One Phantom Titan	750
Revenant Titans	Two Revenant Titans	650
Nightwings	Three Nightwing Interceptors	300
Phoenix Bombers	Three Phoenix Bombers	400
Vampire Raider	One Vampire Raider	200

SPECIAL RULE – May Not Garrison

The Eldar are a highly mobile army, and rarely have enough forces to try to take and hold ground.

To represent these tactics, only Eldar Ranger and War Walker formations are allowed to garrison in the Tournament game scenario.



IYBRAESIL ELДАР CRAFTWORLD ARMY LIST

ARMY SUB-CHAMPION: Christopher "Malakai" Motley

Version: 1.3.3



Iybraesil Eldar Craftworld armies have a strategy rating of 4+. Iybraesil Avatars, Aspect Warrior formations, and Titans have an initiative rating of 1+. All other formations have an initiative rating of 2+.

IYBRAESIL CRAFTWORLD INDIVIDUALS

FORMATION	CORE UNITS	NOTES	COST
0-1 Wraithgate	The Eldar player may choose to replace one of the Objective markers in their 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.	50 points
0-1 Avatar	One Avatar	In Grand Tournament games the Avatar must start off the table. At the start of any turn (including the first) they may be set up on the table within 15cms of a Farseer (this represents the Farseer summoning the Avatar to the battlefield). In the End Phase of the turn the Avatar returns to the Webway and is removed from play. Once the Avatar has left they may not return. Note that if there are no Farseers in play then the Avatar may not be used (as there will not be a Farseer that can summon them).	Free
0-1 Autarch	You may add an Autarch character to either a Dire Avenger or Guardian unit in a Warhost.	If an Autarch is added to a Dire Avenger Warhost, he counts as one of the Exarchs in the Dire Avenger formation (see the entry for the Dire Avenger Aspect Warrior Warhost below).	+75 points

IYBRAESIL CRAFTWORLD HOSTS

FORMATION	CORE UNITS	EXTRAS	COST
Guardian Warhost	One Farseer unit and seven Guardian units.	3 Support Weapon Platforms for +50 points 2-3 Wraithguard units for +50 points each 3 Wraithlords for +175 points	150 points
Iybraesil Dire Avenger Aspect Warrior Warhost <i>(You may select one Dire Avenger Warhost per two Guardian Warhosts in the army)</i>	Up to three Guardians may be replaced with Heavy Weapon Platforms at no additional cost in points. Eight Dire Avenger Aspect Warrior units.	Alternatively, formations consisting only of Guardians, Farseers, and Heavy Weapon Platforms may be mounted in four Wave Serpents for +200 points. All units 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 and each Falcon taken costs +65 points. In addition the Troupe may include up to two Exarch character upgrades for +25 points each.	275 points

IYBRAESIL CRAFTWORLD TROUPES

The army may include up to three Troupes chosen from the following list for each Warhost included in the army.

FORMATION	CORE UNITS	COST
Iybraesil Aspect Warrior Troupe	Six Aspect Warrior units chosen from the following list, in any combination: Dire Avengers, Striking Scorpions, Howling Banshees, Fire Dragons, Warp Spiders, Dark Reapers, Swooping Hawks, Shining Spears.	225 points
	All units apart from Shining Spears, Swooping Hawks, and Warp Spiders 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 and each Falcon taken costs +65 points.	
Ranger Troupe	In addition the troupe may include up to 1 Exarch character upgrade for +25 points or 2 Exarchs for +65 points	varies
War Walker Troupe	Four to eight Eldar Rangers for +25 points each	varies
Windrider Troupe	Four to Six Eldar War Walkers for +35 points each	varies
	Six Jetbikes	200 points
	Any number of Jetbikes may be replaced with Vypers at no additional cost.	
Swords of Vault Troupe	Five to six Falcons for 50 points each. Up to two Falcons may be replaced with a Fire Storm at no additional cost. In addition, any number of Falcons may be upgraded to Fire Prisms for +15 points each.	varies
Night Spinner Troupe	Three Eldar Night Spinners	175 points
Engine of Vault Troupe	Up to three Scorpion, Cobra, or Storm Serpent (or any combination) for +250 points each	varies

IYBRAESIL SPACECRAFT, AIRCRAFT, AND TITANS

(Up to one third of the army's points may be spent on Spacecraft, Aircraft, and Titans.)

AIRCRAFT AND SPACECRAFT

FORMATION	CORE UNITS	COST
0-1 Eldar Spacecraft	One Wraithship OR one Dragonship	150 points Or 300 points
Nightwings	Three Nightwing Interceptors	300 points
Phoenix Bombers	Three Phoenix Bombers	400 points
Vampire Hunter	One Vampire Hunter	275 points
Vampire Raider	One Vampire Raider	200 points

TITANS

FORMATION	CORE UNITS	COST
Phantom Titan	One Phantom Titan	850 points
Revenant Titans	Two Revenant Titans	750 points
0-1 Warlock Titan	One Warlock Titan	650 points

SPECIAL RULE – May Not Garrison

The Eldar are a highly mobile army, and rarely have enough forces to try to take and hold ground.

To represent these tactics, only Eldar Ranger and War Walker formations are allowed to garrison in the Grand Tournament game scenario.



BIEL-TAN GREAT COURT OF THE YOUNG KING ELДАР ARMY LIST

ARMY SUB-CHAMPION: Kevin "Chroma" Petker

Version: 1.2



Great Court armies have a strategy rating of 4+. The Great Court, Aspect Warrior formations, and Titans have an initiative rating of 1+. All other formations have an initiative rating of 2+.

GREAT COURT INDIVIDUALS

FORMATION	CORE UNITS	NOTES	COST
0-1 Wraithgate	The Eldar player may choose to replace one of the Objective markers in their half of the table with a Wraithgate.	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.	50
0-1 Autarch	You may add an Autarch character to any Aspect Warrior unit.	If an Autarch is taken then he counts as one of the Exarchs in the Aspect Warrior formation (see the entry for the Aspect Warrior Warhost below).	75

GREAT COURT WARHOSTS

FORMATION	CORE UNITS	EXTRAS	COST
0-1 Great Court of the Young King	One Avatar, escorted by the Court of the Young King, plus one Dire Avengers unit, one Striking Scorpions unit, one Howling Banshees unit, one Fire Dragons unit, one Warp Spiders unit, one Dark Reapers unit, one Swooping Hawks unit, one Shining Spears unit. (All units in the Great Court gain the <i>invulnerable save</i> special ability if they do not already possess it.)	Add up to four Aspect Warrior units of any type for +50 points each. In addition the Great Court may add up to four Exarch character upgrades to any Aspect Warrior units in the formation for +25 points each.	350
Aspect Warrior Warhost	Eight Aspect Warrior units chosen from the following list, in any combination: Dire Avengers, Striking Scorpions, Howling Banshees, Fire Dragons, Warp Spiders, Dark Reapers, Swooping Hawks, Shining Spears.	All units apart from Shining Spears, Swooping Hawks, and Warp Spiders 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 and each Falcon taken costs +65 points. In addition the Troupe may include up to two Exarch character upgrades for +25 points each.	300

GREAT COURT TROUPES

The army may include up to three Troupes chosen from the following list for each Warhost included in the army.

FORMATION	CORE UNITS	COST
Ranger Troupe	Four to eight Eldar Rangers	25 points each
Lesser Aspect Warrior Troupe	Four Aspect Warrior units chosen from the following list, in any combination: Dire Avengers, Striking Scorpions, Howling Banshees, Fire Dragons, Warp Spiders, Dark Reapers, Swooping Hawks, Shining Spears. All units apart from Shining Spears, Swooping Hawks, and Warp Spiders 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 and each Falcon taken costs +65 points. In addition the troupe may include up to 1 Exarch character upgrade for +25 points.	175
Greater Aspect Warrior Troupe	Six Aspect Warrior units chosen from the following list, in any combination: Dire Avengers, Striking Scorpions, Howling Banshees, Fire Dragons, Warp Spiders, Dark Reapers, Swooping Hawks, Shining Spears. All units apart from Shining Spears, Swooping Hawks, and Warp Spiders 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 and each Falcon taken costs +65 points. In addition the troupe may include up to 2 Exarch character upgrades for +25 points each.	225
Storm Serpent Troupe	Up to three Storm Serpents for 200 points each.	Varies
Swords of Vault Troupe	Five or six Falcons for 50 points each. One Falcon may be replaced with a Fire Storm at no additional cost. In addition, any number of Falcons may be upgraded to Fire Prisms for +15 points each.	Varies

GREAT COURT SPACECRAFT, AIRCRAFT, AND TITANS

Up to a third of the army's points may be spent on Spacecraft, Aircraft, and Titans.

FORMATION	CORE UNITS	COST
0-1 Eldar Spacecraft	One Wraithship OR one Dragonship	150 points 300 points
Revenant Titans	Two Revenant Titans	650
Nightwings	Three Nightwing Interceptors	300
Phoenix Bombers	Three Phoenix Bombers	400
Vampire Hunters	Two Vampire Hunters	500 points
Vampire Raider	One Vampire Raider	200

SPECIAL RULE – May Not Garrison

The Eldar are a highly mobile army, and rarely have enough forces to try to take and hold ground.

To represent these tactics, only Eldar Ranger and War Walker formations are allowed to garrison in the Grand Tournament game scenario.



FIR IOLARION ELДАР TITAN CLAN ARMY LIST

ARMY SUB-CHAMPION: W. L. "Moscovian" Sturtevant

Version: 1.1

Eldar Titan Clan armies have a strategy rating of 3+. Aspect Warrior, Avatar, and Titans formations have an initiative rating of 1+. All other formations have an initiative rating of 2+.

ELDAR TITAN CLAN INDIVIDUALS

FORMATION	CORE UNITS	NOTES	COST
0-1 Webway Portal <i>(The Webway Portal functions both as a webway portal and as an objective for rules purposes. It may not be attacked or destroyed.)</i>	One <u>Wraithgate</u> : 50 points The Eldar player may choose to replace one of the Objective markers in their half of the table with a Wraithgate.	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.	50
	OR One <u>Gate of Vault</u> : 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.		150
0-1 Autarch	You may add an Autarch character to one Eldar Titan	The Autarch may be added to any one Phantom or Warlock Titan in the army.	+75

ELDAR TITAN CLAN WARHOSTS

An Eldar Titan Clan army may contain any number of Warhosts.

FORMATION	CORE UNITS	EXTRAS	COST
Phantom Titan Warhost	One Phantom Titan	Add one Phantom Titan for +700 points May replace any number of Titan Pulsars with an alternate Eldar Titan Weapon for free	750
Revenant Titan Warhost	One Revenant Titan	Add one Revenant Titan for +300 points May replace any number of Revenant Pulse Lasers with Revenant Sonic Lances for free	350
0-1 Warlock Titan	One Warlock Titan	May replace a Titan Pulsar with an alternate Eldar Titan Weapon for free	850

ELDAR TITAN CLAN ALLIES

The army may spend up to half its points on Allies chosen from the following sections: Craftworld Eldar and Eldar Knights. A maximum of three Allies formations may be included in the army per Warhost.

CRAFTWORLD ELДАР

FORMATION	CORE UNITS	COST
Aspect Warrior Troupe	Six Aspect Warriors chosen, in any combination, from the following list for 225 points: Dire Avengers, Striking Scorpions, Howling Banshees, Fire Dragons, Warp Spiders, Dark Reapers, Swooping Hawks and Shining Spears. All units apart from Shining Spears, Swooping Hawks and Warp Spiders may be transported in Wave Serpents and/or Falcons. You must take exactly enough transport vehicles to carry the units that require transport, without any spare transport space being left over. Each Wave Serpent taken costs +50 points, and each Falcon taken costs +65 points. In addition the formation may include up to one Exarch character upgrade for +25 points.	225 points
0-1 Eldar Spacecraft	One Wraithship OR one Dragonship	150 points 300 points
Guardian Troupe	An Eldar Guardian Troupe consists of seven Guardian units. Up to three Guardians may be replaced with Heavy Weapon Platforms at no additional cost in points. One Farseer unit may be added for +50 points. In addition the formation may include these upgrades: 3 Support Weapon Platforms for +50 points 2-3 Wraithguard units for +50 points each 3 Wraithlords for +175 points Alternatively, the formation may be mounted in four Wave Serpents for +200 points. If this option is taken then the formation is only allowed to consist of Guardians, Farseers and Heavy Weapon Platforms	125 points
Nightwings	Three Nightwing Interceptors	300 points
Phoenix Bombers	Three Phoenix Bombers	400 points
Ranger Troupe	From four to eight Eldar Rangers	25 points each
War Walker Troupe	Six War Walkers	200 points
Vampire Raider	One Vampire Raider	200 points
Windrider Troupe	Six Jetbikes <i>(Any number of Jetbikes may be replaced with Vypers at no additional cost.)</i>	200 points.
ELDAR KNIGHTS		
FORMATION	CORE UNITS	COST
Eldar Knight	Three Fire Gales or Towering Destroyers in any combination	300 points
Hunting Pack	<i>(Any number of units may be exchanged for a Bright Stallion for +25 points each)</i>	

SPECIAL RULE – May Not Garrison

The Eldar are a highly mobile army, and rarely have enough forces to try to take and hold ground. Because of this, instead of maintaining a heavily garrisoned front line, they will usually rely on a screen of Rangers and War Walkers to warn of the approach of any enemy forces. Meanwhile the bulk of the highly mobile Eldar army will be held back in reserve, where it will be ready to move quickly to any threatened sector. This tactic allows the Eldar to hold large areas of ground with relatively few troops

To represent these tactics, only Eldar Ranger and War Walker formations are allowed to garrison in the Grand Tournament game scenario.