

## ELDAR IYANDEN CRAFTWORLD ARMY LIST ARMY LIST<sup>1</sup>

### Forces

The Eldar Iyanden Craftworld Army List Army List uses the datasheets from the Eldar Forces section.

### Using The Army List

The Eldar Iyanden Craftworld Army list is divided into four sections: Iyanden Craftworld Individuals, Iyanden Craftworld Warhosts, Iyanden Craftworld Troupes, and Iyanden Craftworld Spacecraft, Aircraft and Titans. Iyanden Craftworld Individuals may only be taken up to once and the rules for using each individual are listed in the “Notes” column.. Each Iyanden Craftworld Warhost formation selected allows you to select up to one Iyanden Craftworld Troupe formation of any type. A maximum of up to a third of the points available to the army may be spent on Iyanden Craftworld Spacecraft, Aircraft and Titans.

The army list includes the following information:

**Formation:** The name of the formation.

**Units:** The core units that make up the formation.

**Extras:** An Eldar formation may include any of the extra units listed in the “Extras” column. You may include any number of extra units in a formation unless it is specifically noted otherwise. All of the core and extra units in a formation count as being part of one formation.

**Cost:** The points value of the formation.

### Special Rules

The *Farsight* rule applies to certain Eldar units (5.6.1).

The *Hit & Run Tactics* rule applies to all Eldar formations (5.6.2).

The *Eldar Technology* rule includes the rules for *Holofields*, *Lance & Webways Portals* (5.6.3)

### 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 Rangers and War Walkers are allowed to garrison objectives in the Epic tournament game scenario.

**ELDAR IYANDEN CRAFTWORLD ARMY LIST ARMY LIST**

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

**IYANDEN CRAFTWORLD INDIVIDUALS**

*(Up to one of each type of individual may be taken per army.)*

TYPE	NOTES	COST
0–1 Avatar	In the Strategy Phase of any turn place the Avatar within 15cm of a unit containing either a Wraithseer, Spiritseer or Farseer before making a strategy roll. The Avatar counts as its own formation and may only enter play in this manner. In the End Phase of that turn remove the Avatar before rallying formations. Once the Avatar has been removed it may not return.	Free
0–1 Wraithgate	At the start of the game nominate one objective on your half of the table as a Wraithgate before setting up spacecraft and garrisons. The Wraithgate functions both as a Webway Portal and as an objective for the rules purposes. It may not be destroyed. Only formations consisting completely of infantry units, light vehicle units or armoured vehicles units with the Walker ability may use the Wraithgate to enter play.	+ 50 points
0-1 Wraithseer	Replace one Spiritseer character per army with a Wraithseer character	100 points

**IYANDEN CRAFTWORLD WARHOSTS**

*(The total number of Spirit Wraithlord Warhosts may not exceed the combined total of Spirit Wraithguard and Spirit Wraithblade Warhosts.)*

FORMATION	UNITS	EXTRAS	COST
Spirit Wraithguard Warhost	Four Wraithguard units, including one Spiritseer	Add up to 0-3 Wraithlord for +50 points each Add up to 0-2 Wraithguard or Wraithblade in any combination, at a cost of +50 points for each Add up to enough Wave Serpents to transport all Wraithguard/Wraithblade units in the formation at +50 per Wave Serpent.	275 points
Spirit Wraithblade Warhost	Four Wraithblade units, including one Spiritseer	Add up to 0-3 Wraithlord for +50 points each Add up to 0-2 Wraithguard or Wraithblade in any combination, at a cost of +50 points for each Add up to enough Wave Serpents to transport all Wraithguard/Wraithblade units in the formation at +50 per Wave Serpent.	225 points
Spirit Wraithlord Warhost	Six Wraithlord units, including one Spiritseer		350 points

**IYANDEN CRAFTWORLD TROUPES**

*(Each warhost you include in the army allows you to field any two troupe formations.)*

FORMATION	UNITS	EXTRAS	COST
Engine of Vaul	Any one of the following units: Cobra, Scorpion, Storm Serpent	Add up to any two of the following units for +250 points each: Cobra, Scorpion, Storm Serpent	250 points
Night Spinner	Three Night Spinners	None	175 points
Ranger	Four Rangers	Add up to four Ranger units for +25 points each	100 points
Swords of Vaul	Five Falcons	Add up to one Falcon for +50 points Replace up to two Falcons with an equal number of Firestorms for free. Replace any number of Falcons with Fire Prisms for +15 points each.	250 points
Aspect Warrior	Four of the following, 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 Falcon or Wave Serpent taken costs +50 points. In addition the troupe may include up to one Exarch character upgrade for +25 points.	175 points
War Walker	Four War Walkers	Add up to two War Walkers for +25 points each	150 points
Windrider	Any six of the following units: Jetbikes, Vyper	None	200 points
Guardian	One Farseer and seven Guardians	Replace up to three Guardians with an equal number of Heavy Weapon Platform units for free Add three Support Weapon Platform units for +50 points Add 2-3 Wraithguard or Wraithblade units in any combination, at a cost of +50 points for each Add 0-3 Wraithlord for +50 points each Add four Wave Serpents to a formation consisting of only Farseer, Guardians or Heavy Weapon Platform units for +200 points	150 points

IYANDEN CRAFTWORLD SPACECRAFT, AIRCRAFT & TITANS

*(Up to a third of the points available may be spent on these formations.)*

FORMATION	UNITS	COST
Nightwings	Three Nightwing Interceptors	300 points
Phantom	One Phantom Titan	750 points
Phoenix	Three Phoenix Bombers	325 points
Revenants	Two Revenant Titans	650 points
0–1 Spacecraft	Any one of the following units:	Wraithship 150 points
		Dragonship 300 points
Vampire	One Vampire Raider	200 points
0–1 Warlock	One Warlock Titan	850 points

# ELDAR FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Iyanden Wraithseer	CH	n/a	n/a	n/a	n/a	Singing Spear	(15cm) (bc)	Small Arms, EA(+1) Assault Weapons, EA(+1), MW	<i>Invulnerable Save, Farsight. Supreme Commander. A Wraithseer adds +1 to the initiative rolls of any Warhosts they are part of. May summon Avatar</i>
Iyanden Spiritseer	CH	n/a	n/a	n/a	n/a	Singing Spear	(15cm) (bc)	Small Arms, EA(+1) Assault Weapons, EA(+1), MW	<i>Farsight. May summon the Avatar</i>
Exarch	CH	n/a	n/a	n/a	n/a	0–1× Exarch Ranged Weapon 0–1× Exarch CC Weapon	(15cm) (bc)	Small Arms, EA(+1) Assault Weapons, EA(+1)	<i>Inspiring. Exarchs added to units of Dire Avengers, Howling Banshees, Shining Spears or Striking Scorpions have an Exarch Close Combat weapon. Exarchs added to a unit of Dark Reapers, Fire Dragons, Swooping Hawks or Warp Spiders have an Exarch Ranged Weapon.</i>
Dark Reapers	INF	15cm	5+	6+	3+	Reaper Missile Launchers	45cm	2× AP5+	
Dire Avengers	INF	15cm	5+	5+	4+	Shuriken Catapults	(15cm)	Small Arms, EA(+1)	
Farseer	INF	15cm	4+	4+	5+	Shuriken Pistols Witch Blades	(15cm) (bc)	Small Arms Assault Weapons, EA(+1), MW	<i>Commander, Farsight, Invulnerable Save. May summon Avatar</i>
Fire Dragons	INF	15cm	5+	5+	4+	Fusion Guns	15cm and (15cm)	MW5+ Small Arms, MW	
Guardians	INF	15cm	-	6+	4+	Shuriken Catapults	(15cm)	Small Arms	
Heavy Weapon Platform	INF	15cm	-	6+	5+	Scatter Laser	30cm	AP5+ / AT5+	
Howling Banshees	INF	15cm	5+	2+	5+	Shuriken Pistols Banshee Masks	(15cm) (bc)	Small Arms Assault Weapons, FS	<i>Infiltrator</i>
Jetbikes	INF	35cm	5+	6+	4+	Twin Shuriken Catapults	(15cm)	Small Arms	<i>Mounted, Skimmer.</i>
Rangers	INF	15cm	5+	6+	5+	Long Rifles	30cm	AP5+	<i>Scout, Sniper.</i>
Shining Spears	INF	35cm	4+	4+	5+	Twin Shuriken Catapults Power Lances	(15cm) (bc)	Small Arms Assault Weapons, L	<i>Mounted, Skimmer.</i>
Striking Scorpions	INF	15cm	4+	4+	5+	Shuriken Pistols Mandiblasters	(15cm) (bc)	Small Arms Assault Weapons, EA(+1)	
Support Weapon Platform	INF	15cm	-	6+	6+	D-Cannon	30cm	MW5+	
Swooping Hawks	INF	35cm	5+	5+	4+	Lasblasters	(15cm)	Small Arms	<i>Jump Packs, Scout, Teleport.</i>
Warp Spiders	INF	15cm	4+	5+	4+	Death Spinners	(15cm)	Small Arms	<i>First Strike, Infiltrator, Jump Packs.</i>
Wraithblade	INF	15cm	4+	3+	n/a	Wraithblades	(bc)	Assault Weapons, EA (+1), MW	<i>Fearless, Reinforced Armour. Animated Construct</i>
Wraithguard	INF	15cm	4+	4+	4+	Wraithcannons	15cm and (15cm)	2× MW5+ Small Arms, EA(+1), MW	<i>Fearless, Reinforced Armour. Animated Construct</i>
Vyper	LV	35cm	4+	6+	5+	Scatter Laser	30cm	AP5+ / AT5+	<i>Skimmer.</i>
War Walker	LV	20cm	6+	5+	5+	Scatter Laser Bright Lance	30cm 30cm	AP5+ / AT5+ AT5+, L	<i>Reinforced Armour, Scout, Walker.</i>
Falcon	AV	35cm	5+	6+	4+	Pulse Laser Scatter Laser	45cm 30cm	2× AT4+ AP5+ / AT5+	<i>Skimmer, Transport. May transport one infantry unit (except Support Weapon Platforms and Wraithguard) without Jump Packs or Mounted.</i>
Fire Prism	AV	35cm	5+	6+	5+	Prism Cannon	60cm	AP4+ / AT2+, L	<i>Skimmer.</i>
Firestorm	AV	35cm	5+	6+	4+	Firestorm Battery	45cm	2× AP5+ / AT5+ / AA4+	<i>Skimmer, Transport. May transport one infantry unit (except Support Weapon Platforms and Wraithguard) without Jump Packs or Mounted.</i>
Night Spinner	AV	35cm	5+	6+	5+	Night Spinner	45cm	1BP, D, Ind	<i>Skimmer, Transport. May transport one infantry unit (except Support Weapon Platforms and Wraithguard) without Jump Packs or Mounted.</i>

Wave Serpent	AV	35cm	5+	6+	4+	Twin Shuriken Cannon	30cm	AP4+	Reinforced Armour, Skimmer, Transport. May transport two infantry units (except Support Weapon Platforms) without Jump Packs or Mounted; Wraithguard and Wraithblades both count as two
Wraithlord	AV	15cm	4+	3+	4+	Bright Lance Power Fists	30cm (bc)	AT5+, L Assault Weapons, EA(+1), MW	Fearless, Reinforced Armour, Walker, Animated Construct
Avatar	WE	15cm	3+	2+	4+	Wailing Doom	30cm and (bc)	MW5+ Assault Weapons, EA(+1), MW	Commander, Damage Capacity 3, Fearless, Inspiring, Invulnerable Save, Walker. Critical Hit Effect: The unit is destroyed. All Eldar formations with a unit with a line of fire to the Avatar receive a Blast marker.
Cobra	WE	25cm	5+	6+	5+	Cobra D-Cannon  Eldar Missile Launcher Shuriken Cannon	30cm or 30cm 45cm 30cm	2BP, FxP, IC, MW MW4+, FxP, IC, TK(D3+1) AP5+/AT6+/AA6+ AP5+	Damage Capacity 3, Reinforced Armour, Skimmer. The Cobra D-Cannon ignores void shields and power fields. Critical Hit Effect: The unit is destroyed. All units within 5cm suffer a hit on a roll of 6+.
Phantom Titan	WE	25cm	5+	3+	3+	1–2× Titan Pulsar 0–1× Titan Power Fist  2× Twin Eldar Missile Launcher	75cm 30cm and (15cm) or (bc) 45cm	2× MW2+, TK 6× AP4+/AT4+ Small Arms, EA(+3) Assault Weapons, EA(+2), TK(D3) AP4+/AT5+/AA5+	Damage Capacity 6, Fearless, Holofield, Leader, Reinforced Armour, Walker. Armed with either two Titan Pulsars, or a Titan Pulsar and Power Fist. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit loses the Holofield ability save for the rest of the game. Subsequent critical hits cause an extra point of damage.
Revenant Titan	WE	35cm	5+	4+	4+	2× Revenant Pulse Laser 2× Eldar Missile Launcher	45cm 45cm	2× MW3+ AP5+/AT6+/AA6+	Damage Capacity 3, Fearless, Holofield, Jump Packs, Walker. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit loses the Holofield ability save for the rest of the game. Subsequent critical hits destroy the unit.
Scorpion	WE	25cm	5+	6+	5+	Scorpion Twin Pulsar Shuriken Cannon	75cm 30cm	2× MW2+ AP5+	Damage Capacity 3, Reinforced Armour, Skimmer. Critical Hit Effect: The unit is destroyed. All units within 5cm suffer a hit on a roll of 6+.
Storm Serpent	WE	25cm	5+	6+	4+	Storm Serpent Pulse Laser Scatter Laser	45cm 30cm	2× AT3+ AP5+/AT5+	Damage Capacity 3, Reinforced Armour, Skimmer, Webway Portal. Only formations consisting completely of infantry units, light vehicle units or armoured vehicles units with the walker ability may use the Storm Serpent's Webway Portal to enter play. Critical Hit Effect: The unit is destroyed. All units within 5cm suffer a hit on a roll of 6+.
Warlock Titan	WE	25cm	5+	3+	3+	Psychic Lance and 0–1× Titan Pulsar 0–1× Titan Power Fist and or 2× Twin Eldar Missile Launcher	30cm (15cm) 75cm 30cm (15cm) (bc) 45cm	3BP, D, IC, TK(D3) Small Arms, EA(+2), TK(D3) 2× MW2+, TK 6× AP4+/AT4+ Small Arms, EA(+3) Assault Weapons, EA(+2), TK(D3) AP4+/AT5+/AA5+	Damage Capacity 6, Farsight, Fearless, Holofield, Inspiring, Leader, Reinforced Armour, Walker. Armed with a Psychic Lance, and either a Titan Pulsar or Power Fist. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit loses the Holofield ability save for the rest of the game. Subsequent critical hits cause an extra point of damage.

Nightwing Interceptor	AC	Fighter	4+	n/a	n/a	Twin Shuriken Cannon	30cm	AP4+ / AA5+, FxF	
						Twin Bright Lance	30cm	AT4+ / AA5+, FxF, L	
Phoenix Bomber	AC	Fighter-Bomber	5+	n/a	n/a	Twin Shuriken Cannon	30cm	AP4+ / AA5+, FxF	Reinforced Armour.
						Pulse Laser	45cm	2× AT4+, FxF	
						Night Spinner	15cm	1BP, FxF, D	
Vampire Raider	AC/WE	Bomber	5+	6+	4+	2× Pulse Laser	45cm	2× AT4+, FxF	Damage Capacity 2, Planefall, Reinforced Armour, Transport. May transport eight infantry units without Mounted. Wraithguard count as two units each. Critical Hit Effect: The unit and all units on board are destroyed.
						Scatter Laser	30cm	AP5+ / AT5+ / AA5+, FxF	
Dragonship	SC	n/a	n/a	n/a	n/a	0–1× Orbital Bombardment	n/a	8BP, MW	Transport. May transport twelve Vampire Raiders and the units being carried on them. Armed with either an Orbital Bombardment or Pin-Point Attacks.
						0–1× Pin-Point Attacks	n/a	2× MW2+, TK(D3)	
Wraithship	SC	n/a	n/a	n/a	n/a	0–1× Orbital Bombardment	n/a	4BP, MW	Armed with either an Orbital Bombardment or Pin-Point Attack.
						0–1× Pin-Point Attack	n/a	MW2+, TK(D3)	