ELDAR YME-LOC CRAFTWORLD ARMY LIST

Forces
The Eldar Yme-Loc Craftworld Army List uses the datasheets from the Yme-Loc Eldar Forces section.

Using The Army List
Eldar Yme-Loc Craftworld formations come in three types, the first two are warhost and troupe formations. Each warhost you include in the army allows you to field any two troupe formations. Although you can only take a troupe formation if you first take a warhost, they are treated as separate independent formations during a battle and do not have to move around together. The third type of formation are Yme-Loc Craftworld Spacecraft, Aircraft & Titan formations. A maximum of up to a third of the points available to the army may be spent on these formations.

Finally, Yme-Loc Craftworld Individuals includes special formations and objective options. Each individual may only be taken once by the army. The rules for using each individual are listed in the "Notes" column.

The army list includes the following information:

Formation: The name of the formation.

Units: The core units that make up the formation.

Extras: A Yme-Loc 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. The different units may not move off on their own.

Cost: The points value of the formation.

Special Rules
The *Hit & Run Tactics* rule applies to all Eldar formations (see *Hit & Run Tactics*). Additionally, certain units and weapons have special abilities described in *Farsight* (see *Farsight*) and *Eldar Technology* (see *Eldar Technology*).

ELDAR YME-LOC CRAFTWORLD ARMY LIST

Eldar Yme-Loc 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+.

YME-LOC 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 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

YME-LOC CRAFTWORLD WARHOSTS

FORMATION	UNITS	EXTRAS	COST
Engine of Vaul	One Cobra, Scorpion or Storm Serpent	Add up to any two of the following units for +225 points each: Cobra, Scorpion, Storm Serpent	250 points
Swords of Vaul	Six Falcons	Add up to three Falcons for +40 points each Replace one in three Falcons or Fire Prisms with an equal number of Firestorms for free Replace any number of Falcons with an equal number of Fire Prisms for +15 points each Add one Farseer character for +25 points	300 points

YME-LOC CRAFTWORLD TROUPES

(Each warhost you include in the army allows you to field any two troupes.)

FORMATION	UNITS	EXTRAS	COST
Aspect Warrior	Any six of the following units: Dark Reapers, Dire Avengers, Fire Dragons, Howling Banshees, Shining Spears, Striking Scorpions, Swooping Hawks, Warp Spiders	Add just enough Wave Serpents or Falcons to transport all units without *Jump Packs* or *Mounted* for +50 points each Add up to one Autarch character per army or one Exarch character to an infantry unit for +75 or +25 points, respectively	225 points
Guardian	Six Guardian Defenders or Storm Guardians and three Wave Serpents	Replace two infantry units with two Wraithguard and a Wave Serpent for +125 points Add one Farseer character to an infantry unit for +25 points	250 points
Hornets	Four Hornets	Add up to two Hornets for +50 points each	200 points
Kestrel	Three Kestrels	Add one, two or three Kestrels for +100, +125, or +150 points, respectively	175 points
Lynx	One Lynx	Add up to two Lynx for +175 points each	200 points
Night Spinner	Three Night Spinners	Add one, two or three Night Spinners for +100, +125, or +150 points, respectively	175 points
Void Spinner	One Void Spinner	Add up to two Void Spinners for +275 points each	300 points
Warp Hunter	Three Warp Hunters	Add up to three Warp Hunters for +65 points each	225 points
Windrider	Any six of the following units: Jetbikes, Vyper	None	200 points

YME-LOC CRAFTWORLD SPACECRAFT, AIRCRAFT & TITANS

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

FORMATION	UNITS		EXTRAS	COST
Nightwings	Two Nightwing Interceptors		Add one Nightwing Interceptor for +75 points	225 points
Phantom	One Phantom Titan			750 points
Phoenix	Two Phoenix Bombers		Add one Phoenix Bomber for +100 points	225 points
Revenant	One Revenant Titan		Add one Revenant Titan for +300 points	350 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

YME-LOC ELDAR FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS		RANGE	FIREPOWER	NOTES
Autarch	CH	n/a	n/a	n/a	n/a	Autarch Ranged Weapon		(15cm)	Small Arms, EA(+1)	*Inspiring, Invulnerable Save, Supreme Commander.*
						Autarch Close Combat Weapon		(bc)	Assault Weapons, EA(+1), MW	
Exarch	CH	n/a	n/a	n/a	n/a	0–1× Exarch Ranged Weapon		(15cm)	Small Arms, EA(+1)	*Inspiring. Exarchs added to units of Dire Avengers, Howling Banshees,*
						0–1× Exarch Close Combat		(bc)	Assault Weapons, EA(+1)	*Shining Spears or Striking Scorpions have an Exarch Close Combat*
						Weapon				*weapon. Exarchs added to a unit of Dark Reapers, Fire Dragons,*
										Swooping Hawks or Warp Spiders have an Exarch Ranged Weapon.
Farseer	CH	n/a	n/a	n/a	n/a	Witch Blades		(bc)	Assault Weapons, EA(+1), MW	*Commander, Farsight, Invulnerable Save.*
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)	
Fire Dragons	INF	15cm	5+	5+	4+	Fusion Guns		15cm	MW5+	
							and	(15cm)	Small Arms, MW	
Guardian Defenders	INF	15cm	-	6+	4+	Scatter Laser		30cm	AP5+/AT5+	*One unit in every two has a Scatter Laser.*
						Shuriken Catapults		(15cm)	Small Arms	
Howling Banshees	INF	15cm	5+	2+	5+	Shuriken Pistols		(15cm)	Small Arms	*Infiltrator.*
						Banshee Masks		(bc)	Assault Weapons, FS	
Jetbikes	INF	35cm	5+	6+	4+	Twin Shuriken Catapults		(15cm)	Small Arms	*Mounted, Skimmer.*
Shining Spears	INF	35cm	4+	4+	5+	Twin Shuriken Catapults		(15cm)	Small Arms	*Mounted, Skimmer.*
						Power Lances		(bc)	Assault Weapons, L	
Storm Guardians	INF	15cm	-	5+	5+	Meltaguns		15cm	MW5+	
							and	(15cm)	Small Arms, MW	
Striking Scorpions	INF	15cm	4+	4+	5+	Shuriken Pistols		(15cm)	Small Arms	
						Mandiblasters		(bc)	Assault Weapons, EA(+1)	
Swooping Hawks	INF	35cm	5+	5+	4+	Lasblasters		(15cm)	Small Arms	*Jump Packs, Scout, Teleport.*
Warp Spiders	INF	15cm	4+	5+	4+	Death Spinners		(15cm)	Small Arms	*First Strike, Infiltrator, Jump Packs.*
Wraithguard	INF	15cm	4+	4+	4+	Wraithcannons		15cm	2× MW5+	*Fearless, Reinforced Armour.*
							and	(15cm)	Small Arms, EA(+1), MW	
Hornet	LV	40cm	4+	6+	5+	Twin Hornet Pulse Laser		30cm	2× AT4+	*Scout, Skimmer.*
Vyper	LV	35cm	4+	6+	5+	Scatter Laser		30cm	AP5+/AT5+	*Skimmer.*
Falcon	AV	35cm	5+	6+	4+	Pulse Laser		45cm	2× AT4+	*Skimmer, Transport. May transport one infantry unit (except Support*
						Scatter Laser		30cm	AP5+/AT5+	*Weapon Platforms and Wraithguard) without Jump Packs or Mounted.*
Fire Prism	AV	35cm	5+	6+	5+	Prism Cannon		60cm	AP4+/AT2+, L	*Skimmer.*
Firestorm	AV	35cm	5+	6+	4+	Firestorm Battery		45cm	2× AP5+/AT5+/AA4+	*Skimmer, Transport. May transport one infantry unit (except Support*
										Weapon Platforms and Wraithguard) without Jump Packs or Mounted.
Kestrel	AV	35cm	5+	6+	5+	Rending Hammer		75cm	1BP, D, IC	*Skimmer, Transport. May transport one infantry unit (except Support*
										Weapon Platforms and Wraithguard) without Jump Packs or Mounted.
Night Spinner	AV	35cm	5+	6+	5+	Night Spinner		45cm	1BP, D, Ind	*Skimmer, Transport. May transport one infantry unit (except Support*
										Weapon Platforms and Wraithguard) without Jump Packs or Mounted.
Warp Hunter	AV	35cm	5+	6+	4+	D-Flail		30cm	1BP, IC	*Skimmer.*
							or	30cm	MW4+	
							and	(15cm)	Small Arms, MW	

Unit	Type	Speed				Weapons	Range	Firepower	Notes
Wave Serpent	AV	35cm	5+	6+	4+	Twin Shuriken Cannon	30cm	AP4+	*Reinforced Armour, Skimmer, Transport. May transport one Wraithguard unit or two infantry units (except Support Weapon Platforms) without Jump Packs or Mounted; Wraithguard count as two units each.*
Avatar	WE	15cm	3+	2+	4+	Wailing Doom	30cm	MW5+	*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.*
						and	(bc)	Assault Weapons, EA(+1), MW	
Cobra	WE	25cm	5+	6+	5+	Cobra D-Cannon	30cm	3BP, FxF, IC, MW	*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+.*
						or	30cm	MW3+, FxF, TK(D6)	
						Eldar Missile Launcher	45cm	AP5+/AT6+/AA6+	
						Shuriken Cannon	30cm	AP5+	
Lynx	WE	30cm	5+	6+	5+	0–1× Lynx Pulsar	45cm	2× MW3+	*Damage Capacity 2, Reinforced Armour, Skimmer. Critical Hit Effect: The unit is destroyed. Armed with either a Lynx Pulsar or Sonic Lance.*
						0–1× Sonic Lance	75cm	2BP, D, IC	
						Shuriken Cannon	30cm	AP5+	
Phantom Titan	WE	25cm	5+	3+	3+	1–2× Titan Pulsar	75cm	2× MW2+, TK	*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.*
						0–1× Titan Power Fist	30cm	6× AP4+/AT4+	
						and	(15cm)	Small Arms, EA(+3)	
						or	(bc)	Assault Weapons, EA(+2), TK(D3)	
						2× Twin Eldar Missile Launcher	45cm	AP4+/AT5+/AA5+	
Revenant Titan	WE	35cm	5+	4+	4+	2× Revenant Pulse Laser	45cm	2× MW3+	*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.*
						2× Eldar Missile Launcher	45cm	AP5+/AT6+/AA6+	
Scorpion	WE	25cm	5+	6+	5+	Scorpion Twin Pulsar	75cm	2× MW2+	*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+.*
						Shuriken Cannon	30cm	AP5+	
Storm Serpent	WE	25cm	5+	6+	4+	Storm Serpent Pulse Laser	45cm	2× AT3+	*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+.*
						Scatter Laser	30cm	AP5+/AT5+	
Void Spinner	WE	25cm	5+	6+	5+	Void Spinner Array	60cm	3BP, D, Ind	*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+.*
Warlock Titan	WE	25cm	5+	3+	3+	Psychic Lance	30cm	3BP, D, IC, TK(D3)	*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.*
						and	(15cm)	Small Arms, EA(+2), TK(D3)	
						0–1× Titan Pulsar	75cm	2× MW2+, TK	
						0–1× Titan Power Fist	30cm	6× AP4+/AT4+	
						and	(15cm)	Small Arms, EA(+3)	
						or	(bc)	Assault Weapons, EA(+2), TK(D3)	
						2× Twin Eldar Missile Launcher	45cm	AP4+/AT5+/AA5+	
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, Planetfall, 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)		

SPECIAL RULE
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.

SPECIAL RULE
Hit & Run Tactics [1]

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

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1. **Hit & Run Tactics**

Q: In an Eldar formation takes a double action and moves, shoots and moves again can transported infantry disembark after the first one, shoot, and then be picked up as part of the second move?

A: Yes, so long as their transport is not popping up.

Q: If units from an Eldar formation are in an enemy's zone of control and take an advance or double action can they shoot first and then move?

A: Yes.

Eldar Technology [2]

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:

Holofield: 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: A Lance uses a highly concentrated beam of laser energy to destroy heavily armoured targets. A unit with Reinforced Armour that is hit by a Lance weapon is not allowed to re-roll its saving throw.

Webway Portal: 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 Webway 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 Epic Tournament Game Rules formations in reserve with multiple deployment options must have a designated deployment method during setup (e.g. Webway Portal, air transport or teleport).

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2. **Eldar Technology**

Q: Is a Holofield affected by save modifiers (i.e. hits from *sniper* and crossfire)?

A: Yes.

Q: Can a formation enter play via a Webway Portal that is covered by, or is in the zone of control of, enemy units?

A: Yes, but the formation using it to enter play would have to carry out an engage action.

Q: What happens when a formation in reserve fails its action test and needs to enter play via a Webway Portal that is covered by, or is in the zone of control of, enemy units?

A: It takes a Blast marker, and may not take a hold action. It effectively looses its activation.