

CRAFTWORLD MYMEARA ARMY LIST

Titans and Aspect Warriors have an initiative rating of 1+. All other units types have an initiative rating of 2+.

Mymeran armies have a strategy rating of 4.

MYMEARAN HOSTS

Formation	Units	Extras	Cost
Guardian Warhost	One Farseer unit, five Guardian units and three Wave Serpents	None	275
Swords of Vault Warhost	Five or Six Falcons, Firestorms and Warp Hunters, mixing freely.	Any number of Falcons may be replaced with Fire Prisms for +15pts each.	50 each

MYMEARAN INDIVIDUALS

Formation	Units	Notes	Cost
0-2 Wraithgates	One or Two Wraithgate webway portals	These are standard Wraithgate Portals	25 each
0-1 Autarch	Replace one Shadow Spectre Exarch with an Autarch Character OR add an Autarch Character to a Farseer.	None	50

MYMEARAN TROUPES

Up to three troupes may be taken for each host selected

Formation	Units	Cost
Engine of Vault Troupe	One Cobra or Scorpion	250
Night Spinner Troupe	Three Night Spinners	175
War Walker Troupe	Three War Walkers or Six War Walkers	100 200
Hornet Troupe	Three Hornets	175
Lynx Troupe	Up to three Lynx	150 for one 275 for two 400 for three
Windrider Troupe	Six Jetbike units (Any number may be replaced with Vypers for no cost)	200
Aspect Warrior Troupe	Six Aspect Warrior units chosen from: Dire Avengers, Dark Reapers, Fire Dragons, Swooping Hawks, Shadow Spectres. The Troupe may add Falcons and/or Wave Serpents for 50pts each. If any vehicles are taken, then you must take exactly enough vehicles to carry every unit that requires transport. The Troupe may add 0-1 Exarch for 25pts.	250
Guardian Troupe	One Farseer unit, three Heavy Weapon Platforms and four Guardian units. Add 3 Support Weapon Platforms for 50pts Add 2-3 Wraithguard units for 50pts each Add 3 Wraithlords for 175pts Or Add 4 Wave Serpents for 200pts	150

MYMEARAN AIR, SPACE & TITANS

Up to 33% of your army may be from this section

Formation	Units	Cost
0-1 Eldar Spacecraft	One Wraithship <i>or</i> One Dragonship	150 300
Nightwings	Three Nightwing Interceptors	300
Phoenix Bombers	Three Phoenix Bombers	350
Vampire	One Vampire Raider	200
Phantom Titan	One Phantom Titan	750
Revenants	Two Revenant Titans	650
Revenant Single	One Revenant Titan	375

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Mymeran armies have a strategy rating of 4.

MYMEARAN HOSTS

Formation	Units	Upgrades	Cost
Guardian Warhost	One Farseer unit, five Guardian units, and three Wave Serpents.	<i>Autarch</i>	275
Swords of Vault Warhost	Five Falcons, Firestorms, or Warp Hunters in any combination.	<i>Spirit Stones</i>	250

MYMEARAN INDIVIDUALS

Formation	Units	Upgrades	Cost
0-2 Wraithgates	One or Two Wraithgate webway portals	<i>None</i>	25 each

MYMEARAN TROUPES

Up to three troupes may be taken for each host selected

Formation	Units	Upgrades	Cost
Engine of Vault Troupe	One Cobra or Scorpion	<i>Spirit Stones</i>	250
Fire Prism Troupe	Three Fire Prisms	<i>Spirit Stones</i>	250
Night Spinner Troupe	Three Night Spinners	<i>Spirit Stones</i>	175
War Walker Troupe	Three War Walkers or	<i>Spirit Stones</i>	100
	Six War Walkers		200
Hornet Troupe	Three Hornets	<i>Spirit Stones</i>	175
Lynx Troupe	Up to three Lynx	<i>Spirit Stones</i>	150 for one
			275 for two
			400 for three
Windrider Troupe	Six Jetbike units	<i>Spirit Stones, Vypers</i>	200
Aspect Warrior Troupe	Six Aspect Warrior units chosen from: Dire Avengers, Dark Reapers, Fire Dragons, Swooping Hawks, Shadow Spectres.	<i>Aspect Transport, Autarch, Exarch</i>	250
Guardian Troupe	One Farseer unit, three Heavy Weapon Platforms, and four Guardian units	<i>Support Weapon Platforms, Wraithguard, Wraithlords.</i> Or Guardian Transport.	150

MYMEARAN UPGRADES

Each formation may take up to four allowed upgrades

Formation	Units	Cost
Aspect Transport	Add enough Falcon or Wave Serpent units to carry eligible aspect units in the formation. No empty transport spaces are allowed	65 per Falcon 50 Per Wave Serpent
0-1 Autarch	Replace one Shadow Spectre Exarch Character with an Autarch Character, or add an Autarch Character to a Farseer unit.	50
Exarch	Add 0-1 Exarch Character to a Troupe	25 each
Guardian Transport	Add four Wave Serpents	200
Spirit Stones	Grants the formation the <i>Leader</i> ability	25
Support Weapon Platforms	Add three Support Weapon Platforms	50
Vypers	Replace any number of Jetbike units with Vypers	Free
Wraithlords	Add three Wraithlords	175
Wraithguard	Add three Wraithguard units	150

MYMEARAN AIR, SPACE & TITANS

Up to 33% of your army may be from this section

Formation	Units	Cost
0-1 Eldar Spacecraft	One Wraithship <i>or</i>	150
	One Dragonship	300
Nightwings	Three Nightwing Interceptors	300
Phoenix Bombers	Three Phoenix Bombers	350
Vampire	One Vampire Raider	200
Phantom Titan	One Phantom Titan	750
Revenants	Two Revenant Titans	650
Revenant Single	One Revenant Titan	375

SHADOW SPECTRES

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	6+	5+
Weapon	Range	Firepower		Notes
Prism Rifles	Assault Weapons		Small Arms	
Ghostlight	45cm	AT4+		Lance

Notes: *Jumppacks, Invulnerable Save, counts as Dark Reapers for transport purposes.*

WARP HUNTER

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	35cm	5+	6+	4+
Weapon	Range	Firepower		Notes
Warp Hunter D-Cannon	30cm <i>and</i> (15cm)	MW4+ Small Arms		Ignores Cover Macro Weapon

Notes: *Skimmer*

HORNET

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	40cm	4+	6+	6+
Weapon	Range	Firepower		Notes
Twin Pulse Laser	45cm	2x AT3+		

Notes: *Scouts, Skimmer*

LYNX

Type	Speed	Armour	Close Combat	Firefight
War Engine	35cm	5+	6+	5+
Weapon	Range	Firepower		Notes
Revenant Pulse Laser	45cm	2x MW3+		Fixed Forwards Arc
Revenant Sonic Lance	45cm	2BP		Disrupt, Ignores Cover, Lance, Fixed Fwds Arc
Shuriken Cannon	30cm	AP5+		

Damage Capacity 2. Critical Hit Effect: The Lynx's gravitic drives implode, sucking nearby troops into an energy maelstrom. The Lynx is destroyed and any model within 5cm of the model suffer one hit on a roll of 6.

Notes: *Reinforced Armour, Skimmer. May have a Pulse Laser or a Sonic Lance, not both.*

NEW TITAN WEAPONS

The following new weapons are available to Mymearan Titans

Weapon	Range	Firepower	Notes
Revenant Sonic Lance	45cm	2BP	Disrupt, Ignores Cover, Lance, Fixed Fwds Arc
Phantom D-Cannon	45cm	3BP	Ignores Cover, Titan Killer (D3+1)

A *Revenant Titan* may swap any number of Revenant Titan Pulse Lasers for Revenant Sonic Lances.

A *Phantom Titan* may swap any number of Titan Pulsars for Phantom D-Cannons.