

Saim-Hann Craftworld Eldar v4.0

- Saim-Hann Craftworld armies have a Strategy rating of 3.
- Aspect Warrior, Avatar, and Titan formations have an initiative rating of 1+.
- All other formations have an initiative rating of 2+.

Saim-Hann Craftworld Individuals

Formation	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. NOTE: May only be used by formations made up exclusively of INF, LVs, and AV units with <i>Walker</i> .	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) it 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 it may not return.	Free
0-1 Wild Rider Chieftan	Add one Autarch character to any Wild Rider unit.		+75 points

Saim-Hann Craftworld Warhosts

You may select any number of Warhosts.

Formation	Units	Options	Cost
Wild Rider Clan	One Wild Rider unit and six Jetbike units.	Add three Jetbike units for +100 points or add six Jetbike units for +200 points . Add three Shining Spears units for +100 points. Add one Mounted Farseer character to a Jetbike or Vyper unit for +50 points. Any number of Jetbike units in the formation may be replaced with Vypers for free.	250 points
Shining Spears Aspect Warhost (0-1 per Wild Rider Clan)	Eight Shining Spears units.	Add up to two Exarch character upgrades for +25 points each.	300 points

Saim-Hann Craftworld Troupes

You may select up to three Troupes per Warhost.

Formation	Units	Cost
Saim Hann Guardian Troupe	Six Guardian units and three Wave Serpents. Up to two Guardians may be replaced with Heavy Weapon Platforms for free. You may replace two Guardian units with Wraithguard units and add an additional Wave Serpent for +125 points.	250 points
Aspect Warrior Troupe	Six 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.	225 points
Hornet Troupe	Six Hornets.	250 points
Ranger Troupe	Four to eight Eldar Ranger units for +25 points each.	varies
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	One of the following (Cobra, Scorpion or Storm Serpent). May also take up to two of the following (Cobra, Scorpion or Storm Serpent) for +200 points each.	250 points

Saim-Hann Spacecraft, Aircraft, and Titans

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

Formation	Units	Cost
0-1 Eldar Spacecraft	One Eldar Wraithship OR One Eldar Dragonship.	150 points 300 points
Revenant Titans	Two Revenant Titans.	650 points
Nightwings	Three Nightwing Fighters.	300 points
Phoenix Bombers	Three Phoenix Bombers.	400 points
Vampire Hunter	Two Vampire Hunters.	500 points

Special Rule: Saim-Hann Garrison

Only Saim-Hann Hornet and Ranger formations are allowed to garrison in the Grand Tournament game scenario.