

Yme-Loc Craftworld Eldar v2.0 DRAFT

- Yme-Loc Craftworld armies have a Strategy rating of 4.
- Titan and Aspect Warrior Troupe formations have an initiative rating of 1+.
- All other formations, including Warhosts upgraded with Aspect Warriors, have an initiative rating of 2+.

Yme-Loc 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> . May be upgraded to a Spiritgate for +50 points. Any formation containing only INF, LV, and AV units may use a Spiritgate. | 50 points |
| 0-1 Autarch | Add one Autarch character to any Aspect Warrior unit. | If an Autarch is taken in the Aspect Warrior formation then he counts as one of the Exarchs (see the entry for the Aspect Warrior Troupe below). He may instead be added to an Aspect Warrior unit in a Swords of Vault Warhost. | +75 points |

Yme-Loc Craftworld Warhosts

You may select any number of Warhosts.

| Formation | Units | Options | Cost |
|-------------------------|--|---|------------|
| Engine of Vault Warhost | Two of the following, in any combination: Cobra, Scorpion, Storm Serpent. | One of the following: Cobra, Scorpion, Storm Serpent. +200 points. Four Guardian units and two Wave Serpents for +150 points. | 450 points |
| Swords of Vault Warhost | Seven Falcons or Fire Prisms and one Mounted Farseer. Up to two Falcons may be replaced with Firestorms. | One of the following: Cobra, Scorpion, Storm Serpent. +200 points. Four Guardian units for +50 points. Two of the following, in any combination: Dire Avengers, Striking Scorpions, Howling Banshees, Fire Dragons, Dark Reapers. +75 points. | 350 points |

Yme-Loc Craftworld Troupes

You may select up to three Troupes per Warhost.

| Formation | Units | Cost |
|------------------------|--|------------|
| Aspect Warrior Troupe | 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 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 |
| Ranger Troupe | Four to eight Eldar Ranger units for +25 points each. | varies |
| Hornet Troupe | Three Hornets. | 175 points |
| Windrider Troupe | Six Jetbikes units or Vypers, in any combination. | 200 points |
| 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 |
| Chains of Vault Troupe | Four Eldar Night Spinners and one Firestorm. | 400 points |
| Engine of Vault Troupe | One of the following (Cobra, Scorpion or Storm Serpent). | 250 points |

Yme-Loc 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 |
| 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 Fighters. | 300 points |
| Phoenix Bombers | Three Phoenix Bombers. | 400 points |
| Vampire Raider | One Vampire Raider. | 200 points |

Special Rule: May Not Garrison

Only Eldar Ranger and War Walker formations are allowed to garrison in the Grand Tournament game scenario.