

# 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. Up to three Falcons or Fire Prisms for +50 points each. Up to one Falcon may be replaced with a Firestorm.	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 <b>OR</b> 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.