



Kaelth-Anan; Caretakers of the Dead, Herald of Ynnead

Kaelth-Anan is a Craftworld whose chief goal is to prepare the way for the Eldar God Ynnead, God of the Dead. It is said that when all the souls of the Eldar have perished and joined the Infinity Circuit then a new God will be born, that God is Ynnead, and He will destroy She Who Thirsts once and for all.

Kaelth-Anan only go to war under two circumstances, to defend the Craftworld from direct attack, and to recover Spirit Stones from battlefields both ancient and new from those battles where Eldar Craftworlds were defeated and driven off before they could properly recover their dead. After the stones have been recovered the Kaelth-Anan will salt the earth, removing any and all traces of the Eldar bodies and artifacts left on the field. To them any remnants of their race that could be exploited by the lesser races of the galaxy is abhorrent. To this end the Kaelth-Anan deploy the dreaded Void-Spinner in large columns to erase all evidence that the Eldar ever existed. When they have finally left a world the Eldar will destroy the Wraithgate locking and closing it forever.

After the Kaelth-Anan have recovered the dead they return to the Craftworld of origin for those souls they have collected. Many times they themselves, as thanks for returning their fallen comrades, are given the honour of presiding over the long funeral rituals that take place when an Eldar's spirit is finally united with the Infinity Matrix.

It is only that Kaelth-Anan perform this service for the other Craftworlds that they are tolerated on their worlds at all. For the Eldar of Kaelth-Anan have a defeatist and resigned outlook on life. This type of melancholy is infectious and can take over an Eldar's psyche, insidiously and slowly turning him from other pursuits and paths to that of one purpose alone, to become one with the dead.

Other Craftworlds, notably the Beil-Tan, have refused guest-right to the Kaelth-Anan. No matter that they carry their fallen dead to them. This has led to some friction between the two worlds as the Kaelth-Anan have been forced to install those Beil-Tan souls they collect and inter them on the Kaelth-Anan Craftworld. The Beil-Tan take this as an insult and there have been several conflicts over the years between the two Craftworlds. The Beil-Tan think of the Kaelth-Anan as 'grave robbers' and Kaelth-Anan view the Beil-Tan's endeavors as unrealistic and troublesome, making the job of the Caretakers of the Dead that much more difficult to collect spirit stones on the far-flung worlds the Beil-Tan choose to make war upon.

The military structure of Kaelth-Anan is notably different to that of other Craftworlds. Kaelth-Anan's preoccupation with the dead has led to few Eldar taking to the path of the warrior. However this is balanced by larger than usual formations of Guardians that are almost always led by the high priest of Ynnead, the Necaurch. The Necaurch personally trains and maintains the Guardians under his command, often leading them to battle himself. In this way the citizen levy is trained, highly motivated and more than a match to hang in the fight until the goals of the Craftworld are accomplished.





KAELTH-ANAN CRAFTWORLD ARMY LIST V1.0

By Malakai



Kaelth-Anan Craftworld armies have a strategy rating of 4+. Kaelth-Anan Avatars, Aspect Warrior formations, and Titans have an initiative rating of 1+. All other formations have an initiative rating of 2+. The *Farsight*, *Hit and Run Tactics*, *Eldar Technology* and *May Not Garrison* Special Rules apply to Kaelth-Anan Eldar Craftworld armies.

KAELTH-ANAN CRAFTWORLD INDIVIDUALS

TYPE	FORMATION	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 at a cost of 50 points.	The Wraithgate functions both as a webway portal and as an objective for rules purposes. It may not be attacked or destroyed. IMPORTANT NOTE: Wraithgates are one of the smallest types of webway portal, and may only be used by formations made up exclusively of infantry, light vehicles, and armoured vehicle units that have walker ability; formations that include any other type of unit may not use a Wraithgate to enter play.	50
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) they may be set up on the table within 15cms of a Farseer (this represents the Farseer summoning the Avatar to the battlefield). In the End Phase of the turn the Avatar returns to the Webway and is removed from play. Once the Avatar has left they may not return. Note that if there are no Farseers in play then the Avatar may not be used (as there will not be a Farseer that can summon them).	Free
0-1 Necrauch	You <i>must</i> add an Necrauch character to either a Dire Avenger or Guardian unit in a Warhost.	If an Necrauch is added to a Dire Avenger Warhost, he counts as one of the Exarchs in the Dire Avenger formation (see the entry for the Dire Avenger Aspect Warrior Warhost below).	75

KAELTH-ANAN CRAFTWORLD HOSTS

TYPE	FORMATION	EXTRAS	COST
Caretakers of the Dead Warhost	A Caretakers of the Dead Warhost consists of one Farseer unit and seven Guardian units. Up to three Guardians may be replaced with Heavy Weapon Platforms at no additional cost in points.	4 Guardian Units for +75 points 3 Support Weapon Platforms for +50 points 2-3 Wraithguard units for +50 points each 3 Wraithlords for +175 points Alternatively, formations consisting only of Guardians, Farseers, and Heavy Weapon Platforms may be mounted in four Wave Serpents for +200 points. If the 4 Additional Guardian unit upgrade is taken then 6 Wave Serpents may be taken for +300 points.	150
Bringers of Ynnead Warhost (You may select one Bringers of Ynnead Warhost per two Caretakers of the Dead Warhosts in the army)	Eight Dire Avenger Aspect Warrior units.	All units 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 Wave Serpent taken costs +50 points and each Falcon and/or Fire Storm taken costs +65 points. In addition the Troupe may include up to two Exarch character upgrades for +25 points each.	275



KAELTH-ANAN CRAFTWORLD TROUPES

The army may include up to three Troupes chosen from the following list for each Warhost included in the army.

FORMATION	NOTES	COST
Kaelth-Anan Aspect Warrior Troupe	Four Aspect Warrior units chosen from the following list, 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 Wave Serpent taken costs +50 points and each Falcon and/or Firestorm taken costs +65 points. In addition the troupe may include up to 1 Exarch character upgrade for +25 points or 2 Exarchs for +65 points	175
Ranger Troupe	Four to eight Eldar Rangers for +25 points each	varies
War Walker Troupe	Four to Six Eldar War Walkers for +35 points each	varies
Soul Rider Troupe	Six Jetbikes Any number of Jetbikes may be replaced with Vypers at no additional cost.	200
Scythes of Ynnead Troupe	Five to six Falcons for 50 points each. Up to two Falcons may be replaced with a Fire Storm at no additional cost. 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
Twilight Engine Troupe	Up to three Scorpion, Cobra, Void Spinner, or Storm Serpents (or any combination) for +250 points each	varies

KAELTH-ANAN SPACECRAFT, AIRCRAFT, AND TITANS

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

FORMATION	NOTES	COST
0-1 Eldar Spacecraft	One Wraithship for 150 points, or one Dragonship for 300 points	Varies
0-1 Warlock Titan	One Warlock Titan	850
Phantom Titan	One Phantom Titan	750
Revenant Titans	Two Revenant Titans	650
Nightwings	Three Nightwing Interceptors	300
Phoenix Bombers	Three Phoenix Bombers	400
Vampire Hunter	One Vampire Hunter	275
Vampire Raider	Vampire Raider One Vampire Raider	200

