

## YME-LOC CRAFTWORLD ARMY LIST

### Forces

The Yme-Loc Craftworld Army List Army List uses the datasheets from the Eldar Forces section.

### Using the Army List

Yme-Loc Craftworld formations come in three types; the first two are warhost and troupe formations. Each warhost you include in the army allows you to field any three troupe formations. Although you can only take a troupe formation if you first take a warhost, they are treated as separate independent formations during a battle and do not have to move around together. The third types of formation are Yme-Loc Craftworld Spacecraft, Aircraft & Titan formations. A maximum of up to a third of the points available to the army may be spent on these formations.

Finally, Yme-Loc Craftworld Individuals includes special characters, formations and objective options. Each individual may only be taken once by the army. The rules for using each individual are listed in the “Notes” column.

The army list includes the following information:

**Formation:** The name of the formation.

**Units:** The core units that make up the formation.

**Extras:** An Eldar formation may include any of the extra units listed in the “Extras” column. You may include any number of extra units in a formation unless it is specifically noted otherwise. All of the core and extra units in a formation count as being part of one formation. The different units may not move off on their own.

**Cost:** The points value of the formation.

### Special Rules

The *Hit & Run Tactics* rule applies to all Eldar formations (see *Hit & Run Tactics*). Additionally, certain units and weapons have special abilities described in *Farsight* (see *Farsight*) and *Eldar Technology* (see *Eldar Technology*).

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### SPECIAL RULE

#### *May Not Garrison*

The Eldar are a highly mobile army, and rarely have enough forces to try to take and hold ground. Because of this, instead of maintaining a heavily garrisoned front line, they will usually rely on a screen of Rangers and War Walkers to warn of the approach of any enemy forces. Meanwhile the bulk of the highly mobile Eldar army will be held back in reserve, where it will be ready to move quickly to any threatened sector. This tactic allows the Eldar to hold large areas of ground with relatively few troops.

To represent these tactics, only Eldar Hornet are allowed to garrison objectives in the Epic tournament game scenario.

### Aspect Warrior ...

All infantry units in Aspect Warrior formations (apart from Swooping Hawks, Warp Spiders and shining spears) must be transported in Wave Serpents, Falcons and/or vampire or be entering play via a Webway Portal.

**YME-LOC CRAFTWORLD ARMY LIST**

The Yme-Loc has a Strategy Rating of 4. All Titan Formations and Aspect have Initiative rating of +1. All other Formations have +2 Initiative rating.

**YME-LOC CRAFTWORLD INDIVIDUALS**

*(Up to one of each type of individual may be taken per army.)*

TYPE	NOTES	COST
0-1 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 character. 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 Wraithgate	At the start of the game nominate objective/s on your half of the table as a Wraithgate before setting up spacecraft and Garrisons. The Wraithgate functions both as a <i>Webway Portal</i> and as an objective for the rules purposes. It may not be destroyed. Only formations consisting completely of infantry units, light vehicle units or armoured vehicles units with the Walker ability may use the Wraithgate to enter play. <b>Upgraded to a Spiritgate for +50 points. Any formation containing only INF, LV, and AV units may use a Spiritgate.</b>	+50 points

**YME-LOC CRAFTWORLD WARHOSTS**

FORMATION	UNITS	EXTRAS	COST
Engine of Vaul Warhost	<b>Any one of the following</b> units in any combination: Cobra, Scorpion, Storm Serpent	May add up to two of the following: Cobra, Scorpion, Storm serpents for 200 points. Add Bonesinger for 50 points, one per army one Farseer character per formation for 25 points	250 points
Phantom	One Phantom Titan	Add Bonesinger for 50 points, one per army	750 points
0-1 Warlock	One Warlock Titan	Add Bonesinger for 50 points, one per army	850 points

**YME-LOC CRAFTWORLD TROUPES**

*(Each warhost you include in the army allows you to field any two troupes.)*

FORMATION	UNITS	EXTRAS	COST
Night Spinner	Three Night Spinners	None	175 points
Eldar Hornet	Five Eldar Hornets	None	250 points
Wraith Knight	Three Wraith Knights	None	375 points
Swords of Vaul	Five Falcons	Add up to one Falcon for +50 points Replace any number of Falcons with an equal number of Fire Prisms for +15 points each Replace up to two Falcons with an equal number of Firestorms for free	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)	Add just enough for a Wave Serpent or Falcon to transport all units (except Swooping Hawks, Warp Spiders and shining spears) for +50 points each . Add up to one Exarch character to an infantry unit for +25 points.	225 points
0-1 Void Spinner per 2 EoV Warhost	One Void Spinner	Add up to two Void Spinners for +275 points each.	275 points
Windrider	Any six of the following units: Jetbikes, Vyper	None	200 points

**YME-LOC CRAFTWORLD SPACECRAFT, AIRCRAFT & TITANS**

*(Up to a third of the points available may be spent on these formations.)*

FORMATION	UNITS	COST
Nightwings	Three Nightwing Interceptors	300 points
Revenants	Two Revenant Titans	650 points
0-1 Spacecraft	Any one of the following units:	Wraithship 150 points Dragonship 300 points
Vampire	One Vampire Raider	200 points
Vampire Hunter	One Vampire Hunter	275 points

## ELDAR FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
<b>BONESINGER</b>	CH	n/a	n/a	n/a	n/a	Ranged Weapon	-	-	<i>Invulnerable Save, Supreme Commander.</i>
Exarch	CH	n/a	n/a	n/a	n/a	Swooping Hawk, Warp Spider, Dire Avengers & Dark Reapers ... (small arms) Striking Scorpions..... (bc) Fire Dragons ..... (small arms) Howling Banshees..... (bc) Shining Spears..... (bc)		EA+1 EA+1 MW, EA+1, EA +1, First Strike EA +1, Lance	<i>Inspiring.</i>
Parseer character	CH	n/a	n/a	n/a	n/a	Shuriken Pistols Witch Blades	(15cm) (bc)	Small Arms Assault Weapons, EA(+1), MW	<i>Commander, Farsight, Invulnerable Save.</i>
<b>ELDAR HORNET</b>	LV	40cm	4+	6+	5+	Star Cannon Bright Lance	30cm 30cm	AP4+ /AT6+ AT5+ L	<i>Skimmer, Scout.</i>
Fire Dragons	INF	15cm	5+	5+	4+	Fusion Guns and	15cm (15cm)	MW5+ Small Arms, MW	
Dark Reapers	INF	15cm	5+	6+	3+	Reaper Missile Launchers	45cm	2× AP5+	
Dire Avengers	INF	15cm	5+	5+	4+	Shuriken Catapults	(15cm)	Small Arms, EA(+1)	
Howling Banshees	INF	15cm	5+	2+	5+	Shuriken Pistols Banshee Masks	(15cm) (bc)	Small Arms Assault Weapons, FS	<i>Infiltrator</i>
Jetbikes	INF	35cm	5+	6+	4+	Twin Shuriken Catapults	(15cm)	Small Arms	<i>Mounted, Skimmer.</i>
Shining Spears	INF	35cm	4+	4+	5+	Twin Shuriken Catapults Power Lances	(15cm) (bc)	Small Arms Assault Weapons, L	<i>Mounted, Skimmer.</i>
Striking Scorpions	INF	15cm	4+	4+	5+	Shuriken Pistols Mandiblasters	(15cm) (bc)	Small Arms Assault Weapons, EA(+1)	
Swooping Hawks	INF	35cm	5+	5+	4+	Lasblasters	(15cm)	Small Arms	<i>Jump Packs, Scout, Teleport.</i>
Warp Spiders	INF	15cm	4+	5+	4+	Death Spinners	(15cm)	Small Arms	<i>First Strike, Infiltrator, Jump Packs.</i>
Vyper	LV	35cm	4+	6+	5+	Scatter Laser	30cm	AP5+ /AT5+	<i>Skimmer.</i>
Falcon	AV	35cm	5+	6+	4+	Pulse Laser Scatter Laser	45cm 30cm	2× AT4+ AP5+ /AT5+	<i>Skimmer, Transport. May transport one infantry unit(except Support Weapon Platforms and Wraithguard)without Jump Packs or Mounted.</i>
Fire Prism	AV	35cm	5+	6+	5+	Prism Cannon	60cm	AP4+ /AT2+, L	<i>Skimmer.</i>
Firestorm	AV	35cm	5+	6+	4+	Firestorm Battery	45cm	2× AP5+ /AT5+ /AA4+	<i>Skimmer, Transport. May transport one infantry unit (except Support Weapon Platforms and Wraithguard) without Jump Packs or Mounted.</i>
Night Spinner	AV	35cm	5+	6+	5+	Night Spinner	45cm	1BP, D, Ind	<i>Skimmer, Transport. May transport one infantry unit(except Support Weapon Platforms and Wraithguard) without Jump Packs or Mounted.</i>

Wave Serpent	AV	35cm	5+	6+	4+	Twin Shuriken Cannon	30cm	AP4+	Reinforced Armour, Skimmer, Transport. May transport one Wraithguard unit or two infantry units (except Support Weapon Platforms) without Jump Packs or Mounted; Wraithguard count as two units each
Wraith Knight	WE	30cm	5+	4+	4+	Scatter Laser 2 x Heavy Wraith Cannons	30cm 30cm	AP5/AT5+, MW4+	Damage Capacity 2, Reinforced Armour, walker, Fearless, Invulnerable Save (5+) Critical Hit Effect: The unit is destroyed..
Avatar	WE	15cm	3+	2+	4+	Wailing Doom	30cm (bc)	MW5+ Assault Weapons, EA(+1), MW	Commander, Damage Capacity 3, Fearless, Inspiring, Invulnerable Save, Walker. Critical Hit Effect: The unit is destroyed. All Eldar formations with a unit with a line of fire to the Avatar receive a Blast marker.
Cobra	WE	25cm	5+	6+	5+	Cobra D-Cannon or Eldar Missile Launcher Shuriken Cannon	30cm 30cm 45cm 30cm	2BP, FxF, IC, MW MW4+, FxF, IC, TK(D3+1) AP5+/AT6+/AA6+ AP5+	Damage Capacity 3, Reinforced Armour, Skimmer. The Cobra D- Cannon ignores void shields and power fields. Critical Hit Effect: The unit is destroyed. All units within 5cm suffer a hit on a roll of 6+
Phantom Titan	WE	25cm	5+	3+	3+	1-2x Titan Pulsar 0-1x Titan Power Fist and or 2x Twin Eldar Missile Launcher	75cm 30cm (15cm) (bc)	2x MW2+, TK 6x AP4+/AT4+ Small Arms, EA(+3) Assault Weapons, EA(+2), TK(D3)	Damage Capacity 6, Fearless, HoloField, Leader, Reinforced Armour, Walker. Armed with either two Titan Pulsars, or a Titan Pulsar and Power Fist. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit loses the HoloField ability save for the rest of the game. Subsequent critical hits cause an extra point of damage.
Revenant Titan	WE	35cm	5+	4+	4+	2x Revenant Pulse Laser 2x Eldar Missile Launcher	45cm 45cm	2x MW3+ AP5+/AT6+/AA6+	Damage Capacity 3, Fearless, HoloField, Jump Packs, Walker. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit loses the HoloField ability save for the rest of the game. Subsequent critical hits destroy the unit.
Scorpion	WE	25cm	5+	6+	5+	Scorpion Twin Pulsar Shuriken Cannon	75cm 30cm	2x MW2+ AP5+	Damage Capacity 3, Reinforced Armour, Skimmer. Critical Hit Effect: The unit is destroyed. All units within 5cm suffer a hit on a roll of 6+.
Storm Serpent	WE	25cm	5+	6+	4+	Storm Serpent Pulse Laser Scatter Laser	45cm 30cm	2x AT3+ AP5+/AT5+	Damage Capacity 3, Reinforced Armour, Skimmer, Webway Portal. Only formations consisting completely of infantry units, light vehicle units or armoured vehicles units with the walker ability may use the Storm Serpent's Webway Portal to enter play. Critical Hit Effect: The unit is destroyed. All units within 5cm suffer a hit on a roll of 6+.
Void Spinner	WE	25cm	5+	6+	5+	Void Spinner Array	60cm	3BP, D, Ind	Damage Capacity 3, Reinforced Armour, Skimmer. Critical Hit Effect: The unit is destroyed. All units within 5cm suffer a hit on a roll of 6+.
Warlock Titan	WE	25cm	5+	3+	3+	Psychic Lance And 0-1x Titan Pulsar 0-1x Titan Power Fist and or 2x Twin Eldar Missile Launcher	30cm (15cm) 75cm 30cm (15cm) (bc)	3BP, D, IC, TK(D3) Small Arms, EA(+2), TK(D3) 2x MW2+, TK 6x AP4+/AT4+ Small Arms, EA(+3) Assault Weapons, EA(+2), TK(D3)	Damage Capacity 6, Farsight, Fearless, HoloField, Inspiring, Leader, Reinforced Armour, Walker. Armed with a Psychic Lance, and either a Titan Pulsar or Power Fist. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit loses the HoloField ability save for the rest of the game. Subsequent critical hits cause an extra point of damage.
Vampire Raider	AC/ WE	Bomber	5+	6+	4+	2x Pulse Laser Scatter Laser	45cm 30cm	2x AT4+, FxF AP5+/AT5+/AA5+, FxF	Damage Capacity 2, Planetfall, Reinforced Armour, Transport. May transport eight infantry units without Mounted. Wraithguard count as two units each. Critical Hit Effect: The unit and all units on board are destroyed.
Vampire Hunter	AC/ WE	Bomber	5+	n/a	n/a	Hunter Twin Pulsar Scatter Laser Twin Eldar Missile Launcher	30cm 30cm 45cm	2x MW2+, FxF AP5+/AT5+/AA5+, FxF AP4+/AT5+/AA5+, FxF	Damage Capacity 2, Reinforced Armour, Critical Hit Effect: The unit is destroyed.
Nightwing Interceptor	AC	Fighter	4+	n/a	n/a	Twin Shuriken Cannon Twin Bright Lance	30cm 30cm	AP4+/AA5+, FxF AT4+/AA5+, FxF, L	
Dragonship	SC	n/a	n/a	n/a	n/a	0-1x Orbital Bombardment 0-1x Pin-Point Attacks	n/a n/a	8BP, MW 2x MW2+, TK(D3)	Transport. May transport twelve Vampire Raiders and the units being carried on them. Armed with either an Orbital Bombardment or Pin-Point Attacks.
Wraithship	SC	n/a	n/a	n/a	n/a	0-1x Orbital Bombardment 0-1x Pin-Point Attack	n/a n/a	4BP, MW MW2+, TK(D3)	Armed with either an Orbital Bombardment or Pin-Point Attack.

## SPECIAL RULE

### *Farsight*

Eldar Farseers are able to partially unravel the threads of time, allowing them to foresee events that may affect his army, and act to counter them. To represent this, any Eldar formation that includes a unit with Farsight may ignore the -1 Action test penalty when they try to retain the initiative. In addition, once per turn the Eldar player may attempt to retain the initiative twice in a row (i.e. the Eldar player can retain the initiative and take another action after having successfully retained the initiative once already). Any Eldar formation may be chosen, including those that do not include a unit with Farsight, but at least one unit with Farsight must still be in play and on the battlefield. The formation must still pass an initiative test in order to carry out the action, and will suffer the -1 modifier for retaining the initiative unless it includes a unit with Farsight. Once the action has been taken the initiative returns to the opposing player.

### *Hit & Run Tactics*

The Eldar are a dying race, and any loss is deeply mourned. Because of this they have developed tactics that, when combined with their highly advanced technology, allows them to attack the enemy and then quickly retire in order to avoid any return fire. This special ability is reflected by the following special rules, which apply to all formations in an Eldar army. Eldar formations that take advance or double actions may choose to shoot either before or after each move. However, they may still only shoot once during the action. For example, an Eldar formation taking an advance action could shoot and then move or move and then shoot, while a formation taking a double action could shoot and move twice, move twice and then shoot, or move then shoot and then move again. In addition Eldar formations that wins an assault are allowed to move any distance up to their speed value when they consolidate, rather than being limited to a move of 5cm as would normally be the case.

### *Eldar Technology*

The Eldar are a technologically sophisticated race that make use of a number of devices that have capabilities far in advance of anything used by the other races in the galaxy. These technological advantages are represented in Epic by the following special rules:

***Holo-field:*** Eldar Titans are protected by a Holo-field that is projected from special wing-like structures on the Titan's carapace. These fracture the image of the Titan making it appear as a swirling cloud of coloured motes to the naked eye, while at the same time disrupting any targeting devices attempting to lock onto the Titan. The overall result is to make the Titan a very hard target to hit! Holo-fields provide Titans with a special 3+ saving throw that can be taken instead of the Titan's normal saving throw. This save may always be taken, even against hits in an assault or against Titan Killer or Macro-weapons attacks. Make a single saving against weapons with the Titan Killer ability, rather than a separate save for each point of damage. If a vehicle with a Holo-field also has Reinforced Armour, then it is allowed to re-roll its saving throw unless hit by Lance, Macro-weapon or Titan Killer attacks, but the re-roll must be made using the units armour save rather than the Holo-field save. No Blast markers are placed for hits that are saved by a Holo-field.

***Lance:*** A Lance uses a highly concentrated beam of laser energy to destroy heavily armoured targets. A unit with Reinforced Armour that is hit by a Lance weapon is not allowed to re-roll its saving throw.

***Webway Portal:*** Webway portals are used by the Eldar to safely travel through the Warp. Each Webway Portal included in the army allows the Eldar player to pick up to three other formations, and keep them back on the Craftworld. Any formation's that are kept on the Craftworld may enter play via the Webway Portal, by taking an action that allows them to make a move, and then measuring their first move from the position that a Webway Portal occupies on the tabletop. Note that the formation may appear through any Webway Portal, not just the one that was "used" to allow the formation to be kept off-board. No more than one formation may travel through each Webway Portal each turn.

In the Epic Tournament Game Rules formations in reserve with multiple deployment options must have a designated deployment method during setup (e.g. Webway Portal, air transport or teleport).