



IYBRAESIL CRAFTWORLD CRONE WORLD RAIDERS

ELDAR ARMY LIST V1.0 - EXPERIMENTAL

Iybraesil Craftworld Crone World Raiders Eldar armies have a strategy rating of 4+. Titans and any formations containing any Aspect Warriors units 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 Crone World Raiders Eldar armies.

CRONE WORLD RAIDERS 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 <i>walker</i> ability; formations that include any other type of unit may not use a Wraithgate to enter play.	50
0-1 Hag Seer	Add an Autarch character to either a Howling Banshee or Farseer unit.	If an Autarch is added to an Aspect Warrior unit, she counts as one of the Exarchs in that formation.	+75

CRONE WORLD RAIDERS WARHOSTS

TYPE	FORMATION	EXTRAS	COST
Crone World Raiders Warhost	One Farseer unit, five Guardian units and two 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. Up to two Guardians may be replaced with Heavy Weapon Platforms at no additional cost in points.	1-2 Wraithguard units for +50 points each 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 Warhost may include up to one Exarch character upgrade for +25	200
Daughters of the Crone Warhost	Eight Howling Banshee 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 Falcon or Wave Serpent taken costs +50 points. In addition the Warhost may include up to two Exarch character upgrades for +25 points each.	250

CRONE WORLD RAIDERS TROUPES

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

FORMATION	NOTES	COST
Deathwalker Troupe	One Farseer unit, three Guardian units, and four Wraithguard. One of the following options may be add: Add six Wave Serpents +300 points OR Add three Wraithlords +170 points	275
Relic Hunter Troupe	Four to six Rangers units for +25 points each and/or War Warwalkers for +35 points each in any combination	varies
Far Rider Troupe	Four Jetbikes plus two Aspect Warrior units chosen from the following list, in any combination: Swooping Hawks, Shining Spears. Any number of Jetbikes may be replaced with Vypers at no additional cost.	200
Swords of Fate Troupe	Five Falcons plus two Aspect Warrior units chosen from the following list, in any combination: Dire Avengers, Striking Scorpions, Howling Banshees, Fire Dragons, Dark Reapers, Swooping Hawks, Shining Spears. 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.	300
Skeins of Fate Troupe	Four Night Spinners and one Firestorm	400 points
Engines of Vaul Troupe	Up to three Scorpion, Cobra, or Storm Serpent (or any combination) for +250 points each	varies

CRONE WORLD RAIDERS 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
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	One Vampire Raider	200