

# Alaitoc Craftworld Eldar v3.0

- Alaitoc Craftworld armies have a Strategy rating of 4.
- Aspect Warrior, Avatar, and Titan formations have an initiative rating of 1+.
- All other formations have an initiative rating of 2+.

## Alaitoc 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> .  | 50 points  |
| 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) it may be set up on the table within 15cms of a Farseer. 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 Autarch    | Add one Autarch character to any Aspect Warrior unit.   | If an Autarch is taken then he counts as one of the Exarchs in the Aspect Warrior formation (see the entry for the Aspect Warrior Troupe below).   | +75 points |

## Alaitoc Craftworld Warhosts

You may select any number of Warhosts.

| Formation              | Units   | Options   | Cost       |
|------------------------|---|---|------------|
| Alaitoc Ranger Warhost | Four Eldar Rangers  | Add one of the following:<br>4 Ranger units for free.<br>3 War Walkers for free.<br>4 Falcons for +150 points.  | 200 points |
| Guardian Warhost       | One Farseer unit and seven Guardian units. Up to three Guardians may be replaced with Heavy Weapon Platforms. | Three Support Weapon Platforms for +50 points.<br>Two or three Wraithguard units for +50 points each.<br>Three Wraithlords for +175 points.<br>Four Wave Serpents for +200 points (Guardians, Heavy Weapon Platforms, and Farseers only). | 150 points |

## Alaitoc Craftworld Troupes

You may select up to three Troupes per Warhost.

| Formation             | Units  | Cost       |
|-----------------------|--|------------|
| Pathfinder Troupe     | Four to eight Eldar Pathfinder units for +50 points each.  | varies     |
| 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). 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 troupe may include up to one Exarch character upgrade for +25 points. | 225 points |
| War Walker Troupe     | Four Eldar War Walkers. Up to two additional Eldar War Walkers may be added for +25 points each.   | 150 points |
| Windrider Troupe      | Six Jetbikes units. Any number of Jetbikes may be replaced with Vypers at no additional cost.  | 200 points |
| Swords of Vaul Troupe | Five or six Falcons for +50 points each. Up to two Falcons may be replaced with a Fire Storm for free. 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 points |
| Engine of Vaul Troupe | One of the following (Cobra, Scorpion or Storm Serpent). May also take up to two of the following (Cobra, Scorpion or Storm Serpent) for +200 points each.   | 250 points |

## Alaitoc 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><br>One Eldar Dragonship. | 150 points<br>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: Trailblazing

Only Alaitoc Ranger Warhosts, Pathfinder Troupes, and War Walker Troupes are allowed to garrison objectives in the Grand Tournament game scenario.

### Special Rule: Falcons of Alaitoc

Falcons in an Alaitoc army are allowed to transport a single Ranger or Pathfinder unit instead of their normally transportable units. All other normal transport rules apply.