

# Biel-Tan Craftworld Eldar v4.1

- Biel-Tan 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+.

## Biel-Tan 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 Biel-Tan Avatar	One Avatar accompanied by a Court of the Young King character.	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 Warhost below).	+75 points

## Biel-Tan Craftworld Warhosts

You may select any number of Warhosts.

Formation	Units	Options	Cost
Aspect Warrior Warhost	Eight 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 warhost may include up to two Exarch character upgrades for +25 points each.	300 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. Two or three Wraithguard units for +50 points each. Three Wraithlords for +175 points. Four Wave Serpents for +200 points (Guardians, Heavy Weapon Platforms, and Farseers only).	150 points

## Biel-Tan Craftworld Troupes

You may select up to three Troupes per Warhost.

Formation	Units	Cost
Ranger Troupe	Four to eight Eldar Ranger units for +25 points each.	varies
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 Vault Troupe	Five or six Falcons for Fire Prisms for +50 points each. Up to two Falcons may be replaced with a Fire Storm for free.	varies
Night Spinner Troupe	Three Eldar Night Spinners.	175 points
Engine of Vault Troupe	One of the following (Cobra, Scorpion or Storm Serpent, or Void Spinner). May also take up to two of the following (Cobra, Scorpion or Storm Serpent, or Void Spinner) for +200 points each.	250 points

## Biel-Tan 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.