

ALAITOC CRAFTWORLD ARMY LIST V2.4

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NOTE: This army list is designed to be used with the EPIC Errata 2008 and the NetEA Army List amendments found here: <http://www.tacticalwargames.net/forums/index.cgi?act=ST;f=69;t=13201>

ELDAR PATHFINDERS

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Type	Speed	Armour	Close Combat	Firefight
Infantry	20cm	5+	6+	5+
Weapons	Range	Firepower	Notes	
Shuriken Pistols	(15cm)	Small Arms	-	
Long Rifles	30cm	AP5+	-	
Notes: <i>Invulnerable Save, Scout, Sniper, Teleport</i>				

Using the Army List

Special Rule - Trailblazing

Like other Eldar armies, the forces of Alaitoc are highly mobile and rarely have enough forces to try to take and hold ground. 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 Alaitoc Ranger Warhosts, Pathfinder Troupes, and War Walkers Troupes are allowed to garrison objectives in the Grand Tournament game scenario.

Special Rule - Falcons of Alaitoc

The contact between Alaitoc and their Rangers who have left the Craftworld remain closer than other Craftworlds. Because of this Alaitoc often provide Falcons to assist their Rangers. 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.

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Alaitoc Craftworld armies have a strategy rating of 4+. Alaitoc Aspect Warriors Troupes, Avatars, and Titans have an initiative rating of 1+. All other formations have an initiative rating of 2+.

ALAITOC 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 Autarch	You may add an Autarch character to any Aspect Warrior unit for +75 pts.	This does not count as the formation's Exarch.	75

ALAITOC CRAFTWORLD HOSTS

TYPE	FORMATION	EXTRAS	COST
Eldar Guardian Warhost	An Eldar Guardian 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.	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, Heavy Weapon Platforms, and Farseers may be mounted in four Wave Serpents for +200 points.	150
Alaitoc Ranger Warhost	An Alaitoc Ranger Warhost consists of four Eldar Ranger units plus <u>one</u> of the following options: Four additional Eldar Rangers, free. Three War Walkers, free Four Falcons, +200 points	None	200

ALAITOC 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
Pathfinder Troupe	Four to six Eldar Pathfinders.	50 points each
Aspect Warrior Troupe	Six 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 taken costs +65 points. In addition the troupe may include up to 1 Exarch character upgrade for +25 points	225
War Walker Troupe:	Six Eldar War Walkers	200
Windrider Troupe:	Six Jetbikes. Any number of Jetbikes may be replaced with Vypers at no additional cost. From five to six Falcons for 50 points each.	200
Swords of Vault Troupe	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 for.	175 points
Engines of Vault Troupe	Up to three Scorpion, Cobra, or Storm Serpent (or any combination)	250 points each

ALAITOC SPACECRAFT, AIRCRAFT, AND TITANS

(Up to a 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 for 300 points	300
Phoenix Bombers	Three Phoenix Bombers	400
Vampire Raider	One Vampire Raider	200