

## IYANDEN CRAFTWORLD ELДАР v3.3

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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>

The Iyanden Craftworld was once one of the largest and most prosperous of all the remaining Eldar Craftworlds. They barely survived an attack by the Tyranid Hive Fleet Kraken, which nearly destroyed the Craftworld and killed four-fifths of its population. On the verge of total annihilation, Iyanden was saved from complete destruction by the exiled Prince Yriel, who had formerly been the High Admiral of the Iyanden fleet. Yriel and his exile pirate raiders, even though previously vowing never to return to Iyanden, could not bear to have their Craftworld destroyed and launched an attack on the Tyranid fleet. Taking the final battle to the Craftworld itself, Yriel used an ancient artefact spear to slay the Hive Tyrant that led the assault. In doing so, Yriel doomed himself to a slow and painful death due to the psychic artifact being bound to its user and burning their soul. Regardless of his actions, the chances of Iyanden recovering from its losses are slim and their future looks bleak.

The Eldar of Iyanden rely much more heavily upon the spirits of the dead to defend them because of their low numbers. Iyanden makes heavy use of undead warriors known as Wraithguard and Wraithlords animated by the souls of their fallen kin. They have specialised psykers called Spiritseers who are trained in aiding the reanimated souls in battle. However, most Eldar see Spiritseers as necromancers, and even the Spiritseers themselves hate disturbing the spirits of the dead. Indeed, on the eve of the attack by Hive Fleet Kraken, Iyanden's leader Farseer Kelmon made the fateful decision to take the spirit stones from their resting places and place them into Wraithbone constructs to take to battle, knowing that they would make the difference in the Craftworld's survival.

### SPIRIT SEER

[Spirit Seer flavour text.]

SPIRITSEER				
Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapons	Range	Firepower	Notes	
Singing Spear	(15cm)	small arms	Extra Attack (+1)	
or	(Base Contact)	assault weapon	Macro-Weapon, Extra Attack (+1)	

**Notes:** *Invulnerable Save, Farsight. A Spiritseer adds +1 to the Initiative Rolls of any Spirit Warrior formation they are part of.*

### WRAITH SEER

[Wraith Seer flavour text.]

WRAITH SEER				
Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapons	Range	Firepower	Notes	
Singing Spear	(15cm)	small arms	Extra Attack (+1)	
or	(Base Contact)	assault weapon	Macro-Weapon, Extra Attack (+1)	

**Notes:** *Supreme Commander, Invulnerable Save, Farsight, counts as a Farseer. A Wraith Seer adds +1 to the Initiative Rolls of any Spirit Warrior formation they are part of.*

### Special Rule - The Living Few

Iyanden suffers with a depleted population which has driven them, in times of need, to raising Spirit Warriors to fight in their stead. As a result, Iyanden Craftworld Eldar Armies may not have more individual Eldar Guardian Warhosts, Aspect Warrior, Ranger, or Windrider Troupes than they have Spirit Warrior Warhosts.

### 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 Ranger and War Walker Troupes are allowed to garrison objectives in the Grand Tournament game scenario.

## IYANDEN CRAFTWORLD ARMY LIST

*Iyanden Craftworld armies have a strategy rating of 4+. Avatars, Aspect Warriors, and Titans have an initiative rating of 1+. All other formations have an initiative rating of 2+. "The Living Few" Special Rule applies to all formations marked "§".*

### IYANDEN CRAFTWORLD INDIVIDUALS

TYPE	FORMATION	NOTES	COST
<b>0-1 Wraithgate</b>	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. <b>IMPORTANT NOTE:</b> 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
<b>0-1 Avatar</b>	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
<b>0-1 Supreme Commander</b>	<i>Choose one:</i> You may add an Autarch character to any Aspect Warrior unit for +75 pts.  <i>Or</i>  Replace one Spiritseer with a Wraithseer for +100 points	This counts as an Exarch in the Aspect Warrior formation.	+75  <i>Or</i>  +100

### IYANDEN CRAFTWORLD WARHOSTS

TYPE	FORMATION	EXTRAS	COST
<b>Spirit Warrior Warhost</b>	A Spirit Warrior Warhost consists of six Wraithguard units and one Spirit Seer character.	In addition, the Spirit Warhost may select <u>one</u> of the following options: Add 3 Wraithlords for +175 points <i>OR</i> Add 6 Waveserpents for +300 points.	350
<b>*Eldar Guardian Warhost</b>	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. In addition the formation may include: 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

### IYANDEN 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
<b>*Aspect Warrior Troupe</b>	Four Aspect Warrior units chosen from the following list: Dire Avengers, Striking Scorpions, Howling Banshees, Fire Dragons, Warp Spiders, Dark Reapers, Swooping Hawks, Shining Spears, in any mix. All units apart from Swooping Hawks and Shining Spears 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 formation may include up to 1 Exarch character upgrade for +25 points.	175 points
<b>Spirit Warrior Troupe</b>	Six Wraithlords	350 points
<b>*Ranger Troupe</b>	From four to eight Eldar Rangers for +25 points each.	25 points each
<b>War Walker Troupe</b>	Six Eldar War Walkers	200 points
<b>*Windrider Troupe</b>	Six Jetbikes Any number of Jetbikes may be replaced with Vypers at no additional cost.	200 points
<b>Swords of Vault Troupe</b>	From five to six Falcons for 50 points each. 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
<b>Night Spinner Troupe</b>	Three Eldar Night Spinners	175 points
<b>Engine of Vault Troupe</b>	Up to three Scorpion, Cobra, or Storm Serpent (or any combination)	250 points each

### IYANDEN SPACECRAFT, AIRCRAFT, AND TITANS

*(Up to a third of the army's points may be spent on Spacecraft, Aircraft, and Titans.)*

FORMATION	NOTES	COST
<b>0-1 Eldar Spacecraft</b>	One Wraithship for 150 points, or one Dragonship for 300 points	Varies
<b>0-1 Warlock Titan</b>	One Warlock Titan	850
<b>Phantom Titan</b>	One Phantom Titan	750
<b>Revenant Titans</b>	Two Revenant Titans	650
<b>Nightwings</b>	Three Nightwing Interceptors for 300 points	300
<b>Phoenix Bombers</b>	Three Phoenix Bombers	400
<b>Vampire Raider</b>	One Vampire Raider	200