



IYBRAESIL ELДАР CRAFTWORLD ARMY LIST V1.3.1

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Iybraesil Eldar Craftworld armies have a strategy rating of 4+. Iybraesil Avatars, Aspect Warrior formations, and Titans have an initiative rating of 1+. All other formations have an initiative rating of 2+. Iybraesil follows all other Craftworld Eldar rules.

IYBRAESIL 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
1 Autarch	You must add an Autarch character to either a Dire Avenger or Guardian unit in a Warhost.	If an Autarch is added to a Dire Avenger Warhost, he counts as one of the Exarchs in the Dire Avenger formation (see the entry for the Dire Avenger Aspect Warrior Warhost below).	100

IYBRAESIL 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	150
Iybraesil Dire Avenger Aspect Warrior Warhost <i>(You may select one Dire Avenger Warhost per two Guardian Warhosts in the army)</i>	Eight Dire Avenger Aspect Warrior units.	Alternatively, formations consisting only of Guardians, Farseers, and Heavy Weapon Platforms may be mounted in four Wave Serpents for +200 points. 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 Wave Serpent taken costs +50 points and each Falcon taken costs +65 points. In addition the Troupe may include up to two Exarch character upgrades for +25 points each.	250

IYBRAESIL 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
Iybraesil 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 or 2 Exarchs for +65 points	225
Ranger Troupe	Four to eight Eldar Rangers for +25 points each	varies
War Walker Troupe	Four to Six Eldar War Walkers for +35 points each	varies
Windrider Troupe	Six Jetbikes Any number of Jetbikes may be replaced with Vypers at no additional cost.	200
Swords of Vaul Troupe	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
Night Spinner Troupe	Three Eldar Night Spinners	175
Engine of Vaul Troupe	Up to three Scorpion, Cobra, or Storm Serpent (or any combination) for +250 points each	varies

IYBRAESIL 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
0-1 Warlock Titan	One Warlock Titan	850
Phantom Titan	One Phantom Titan	750
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