YME-LOC CRAFTWORLD ARMY LIST v1.4

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

YME-LOC CRAFTWORLD INDIVIDUALS

TYPE	FORMATION	NOTES	COST
0-1 Webway Portal	One Wraithgate: 50 points 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. OR One Gate of Vaul: 150 points The Eldar player may choose to replace one of the Objective markers in his half of the table with a Gate of Vaul at a cost of 150 points. The Gate of Vaul functions both as a webway portal and as an objective for rules purposes. It may not be attacked or destroyed.	The Webway Portal 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. ***IMPORTANT NOTE:*** Gates of Vaul are one of the largest types of webway portal, and may be used by any Eldar formation. The rituals and runes needed to activate the Gate of Vaul are so complex that no Eldar formation may exit from it if any unbroken enemy formations are within 15cm of it.	50 OR 150
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 it 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 one Aspect Warrior Warhost; it does not replace an Exarch.		75

YME-LOC CRAFTWORLD WARHOSTS

TYPE	FORMATION	EXTRAS	COST
Swords of Vaul Warhost	One Farseer unit and seven Falcon units. Up to two Falcons may be replaced with Fire Storms at no additional cost.	Replace up to three Falcon units with Fire Prisms for +25 points each Add 3 Vyper Jetbikes for +100 points Add 4 Guardian Units and 2 Wave Serpents for +150	350
Engines of Vaul Warhost	Three Engines of Vaul chosen, in any combination, from the following list: Cobra, Scorpion, Storm Serpent.	Add 3 Vyper Jetbikes for +100 points Add 4 Guardian Units and 2 Wave Serpents for +150	650

YME-LOC CRAFTWORLD TROUPES

The army may include up to two Troupes chosen from the following list for each Warhost included in the army.

FORMATION	NOTES	COST
Aspect Warrior Troupe	Six Aspect Warriors chosen, in any combination, from the following list for 225 points: Dire Avengers, Striking Scorpions, Howling Banshees, Fire Dragons, Warp Spiders, Dark Reapers, Swooping Hawks and Shining Spears. All units apart from Shining Spears, Swooping Hawks and Warp Spiders may be transported in Wave Serpents and/or Falcons. You must take exactly enough transport vehicles to carry the units that require transport, without any spare transport space 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 one Exarch character upgrade for +25 points.	225
Ranger Troupe	From four to eight Eldar Rangers	25 points each
Windrider Troupe	Six Jetbikes Any number of Jetbikes may be replaced with Vypers at no additional cost.	200 points.
Guardian Troupe	An Eldar Guardian Troupe consists of seven Guardian units. Up to three Guardians may be replaced with Heavy Weapon Platforms at no additional cost in points. One Farseer unit may be added for +50 points. In addition the formation may include these upgrades: 3 Support Weapon Platforms for +50 points 2-3 Wraithguard units for +50 points each 3 Wraithlords for +175 points Alternatively, the formation may be mounted in four Wave Serpents for +200 points. If this option is taken then the formation is only allowed to consist of Guardians and Farseers.	125 points
War Walker Troupe	Six War Walkers	200 points
Chains of Vaul Troupe	Four Night Spinners and one Firestorm	400 points
Engines of Vaul Troupe	One or two Scorpion, Cobra, or Storm Serpent (or any combination)	250 points each

YME-LOC TITANS

Up to one <u>half</u> of the army's points may be spent on Titans.

FORMATION	NOTES	COST
0-1 Warlock Titan	One Warlock Titan	850 points
Phantom Titan	One Phantom Titan	750 points
Revenant Titans	Two Revenant Titans	650 points

YME-LOC SPACECRAFT AND AIRCRAFT

Up to a third of the armies points may be spent on Aircraft and Spacecraft.

FORMATION	NOTES	COST
0-1 Eldar Spacecraft:	One Wraithship for 150 points, or one Dragonship for 300 points	150 or 300 points
Night Wings:	Three Nightwing fighters	300 points
Phoenix Bombers:	Three Phoenix Bombers	400 points
Vampire:	One Vampire	200 points