ELDAR ALAITOC CRAFTWORLD ARMY LIST

"There is no corner of the galaxy that has not felt the eagle-keen gaze of Alaitoc."

Elarique Swiftblade, Autarch of Alaitoc

Forces
The Eldar Alaitoc Craftworld Army List uses the datasheets from the Alaitoc Eldar Forces section.

Using The Army List
Eldar Alaitoc Craftworld formations come in three types, the first two are warhost and troupe formations. Each warhost you include in the army allows you to field any three troupe formations. Although you can only take a troupe formation if you first take a warhost, they are treated as separate independent formations during a battle and do not have to move around together. The third type of formation are Alaitoc Craftworld Spacecraft, Aircraft & Titan formations. A maximum of up to a third of the points available to the army may be spent on these formations.

Finally, Alaitoc Craftworld Individuals includes special characters, formations and objective options. Each individual may only be taken once by the army. The rules for using each individual are listed in the "Notes" column.

The army list includes the following information:

Formation: The name of the formation.

Units: The core units that make up the formation.

Extras: An Eldar formation may include any of the extra units listed in the "Extras" column. You may include any number of extra units in a formation unless it is specifically noted otherwise. All of the core and extra units in a formation count as being part of one formation. The different units may not move off on their own.

Cost: The points value of the formation.

Special Rules
The *Hit & Run Tactics* rule applies to all Eldar formations (see *Hit & Run Tactics*). Additionally, certain units and weapons have special abilities described in *Farsight* (see *Farsight*) and *Eldar Technology* (see *Eldar Technology*).

SPECIAL RULE
Trail Blazing

Only Alaitoc Eldar Pathfinders, Rangers and War Walkers are allowed to garrison objectives in the Epic tournament game scenario. Additionally, Alaitoc Ranger units count as Guardians for the purposes of transport.

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Eldar Alaitoc Craftworld armies have a strategy rating of 4. Avatar, Aspect Warrior, Phantom, Revenants and Warlock formations have an initiative rating of 1+. All other formations have an initiative rating of 2+.

ALAITOC CRAFTWORLD INDIVIDUALS

(Up to one of each type of individual may be taken per army.)

TYPE	NOTES	COST
0–1 Avatar	In the Strategy Phase of any turn place the Avatar within 15cm of a Farseer before making a strategy roll. The Avatar counts as its own formation and may only enter play in this manner. In the End Phase of that turn remove the Avatar before rallying formations. Once the Avatar has been removed it may not return.	Free
0–1 Wraithgate	At the start of the game nominate one objective on your half of the table as a Wraithgate before setting up spacecraft and garrisons. The Wraithgate functions both as a *Webway Portal* and as an objective for the rules purposes. It may not be destroyed. Only formations consisting completely of infantry units, light vehicle units or armoured vehicles units with the *Walker* ability may use the Wraithgate to enter play.	+50 points

ALAITOC CRAFTWORLD WARHOSTS

FORMATION	UNITS	EXTRAS	COST
Guardian	One Farseer and seven Guardians	Replace up to three Guardians with an equal number of Heavy Weapon Platform units for free Add three Support Weapon Platform units for +50 points Add between two and three Wraithguard units for +50 points each Add three Wraithlords for +175 points Add four Wave Serpents to a formation consisting of only Farseer, Guardians or Heavy Weapon Platform units for +200 points	150 points
Ranger	Eight Rangers	Replace four Rangers with three War Walkers for free or four Falcons for +200 points	200 points

ALAITOC CRAFTWORLD TROUPES

(Each warhost you include in the army allows you to field any three troupes.)

FORMATION	UNITS	EXTRAS	COST
Aspect Warrior	Any six of the following units: Dark Reapers, Dire Avengers, Fire Dragons, Howling Banshees, Shining Spears, Striking Scorpions, Swooping Hawks, Warp Spiders	Add just enough Wave Serpents or Falcons to transport all units without *Jump Packs* or *Mounted* for +50 points each Add up to one Autarch character per army or one Exarch character to an infantry unit for +75 or +25 points, respectively	225 points
Engine of Vaul	Any one of the following units: Cobra, Scorpion, Storm Serpent	Add up to any two of the following units for +250 points each: Cobra, Scorpion, Storm Serpent	250 points
Night Spinner	Three Night Spinners	None	175 points
Pathfinder	Four Pathfinders	Add up to two Pathfinders for +50 points each	200 points
Swords of Vaul	Five Falcons	Add up to one Falcon for +50 points Replace up to two Falcons with an equal number of Firestorms for free Replace any number of Falcons with an equal number of Fire Prisms for +15 points each	250 points
War Walker	Four War Walkers	Add up to two War Walkers for +25 points each	150 points
Windrider	Any six of the following units: Jetbikes, Vyper	None	200 points

ALAITOC CRAFTWORLD SPACECRAFT, AIRCRAFT & TITANS

(Up to a third of the points available may be spent on these formations.)

FORMATION	UNITS		COST
Nightwings	Three Nightwing Interceptors		300 points
Phantom	One Phantom Titan		750 points
Phoenix	Three Phoenix Bombers		325 points
Revenants	Two Revenant Titans		650 points
0–1 Spacecraft	Any one of the following units:	Wraithship	150 points
		Dragonship	300 points
Vampire	One Vampire Raider		200 points
0–1 Warlock	One Warlock Titan		850 points

ALAITOC ELDAR FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Autarch	CH	n/a	n/a	n/a	n/a	Autarch Ranged Weapon	(15cm)	Small Arms, EA(+1)	*Inspiring, Invulnerable Save, Supreme Commander.*
						Autarch Close Combat Weapon	(bc)	Assault Weapons, EA(+1), MW	
Exarch	CH	n/a	n/a	n/a	n/a	0–1× Exarch Ranged Weapon	(15cm)	Small Arms, EA(+1)	*Inspiring. Exarchs added to units of Dire Avengers, Howling Banshees, Shining Spears or Striking Scorpions have an Exarch Close Combat weapon. Exarchs added to a unit of Dark Reapers, Fire Dragons, Swooping Hawks or Warp Spiders have an Exarch Ranged Weapon.*
						0–1× Exarch Close Combat Weapon	(bc)	Assault Weapons, EA(+1)	
Dark Reapers	INF	15cm	5+	6+	3+	Reaper Missile Launchers	45cm	2× AP5+	
Dire Avengers	INF	15cm	5+	5+	4+	Shuriken Catapults	(15cm)	Small Arms, EA(+1)	
Farseer	INF	15cm	4+	4+	5+	Shuriken Pistols	(15cm)	Small Arms	*Commander, Farsight, Invulnerable Save.*
						Witch Blades	(bc)	Assault Weapons, EA(+1), MW	
Fire Dragons	INF	15cm	5+	5+	4+	Fusion Guns	15cm	MW5+	
						and	(15cm)	Small Arms, MW	
Guardians	INF	15cm	-	6+	4+	Shuriken Catapults	(15cm)	Small Arms	
Heavy Weapon Platform	INF	15cm	-	6+	5+	Scatter Laser	30cm	AP5+/AT5+	
Howling Banshees	INF	15cm	5+	2+	5+	Shuriken Pistols	(15cm)	Small Arms	*Infiltrator.*
						Banshee Masks	(bc)	Assault Weapons, FS	
Jetbikes	INF	35cm	5+	6+	4+	Twin Shuriken Catapults	(15cm)	Small Arms	*Mounted, Skimmer.*
Pathfinders	INF	20cm	5+	6+	5+	Long Rifles	30cm	AP5+	*Invulnerable Save, Scout, Sniper, Teleport.*
Rangers	INF	15cm	5+	6+	5+	Long Rifles	30cm	AP5+	*Scout, Sniper.*
Shining Spears	INF	35cm	4+	4+	5+	Twin Shuriken Catapults	(15cm)	Small Arms	*Mounted, Skimmer.*
						Power Lances	(bc)	Assault Weapons, L	
Striking Scorpions	INF	15cm	4+	4+	5+	Shuriken Pistols	(15cm)	Small Arms	
						Mandiblasters	(bc)	Assault Weapons, EA(+1)	
Support Weapon Platform	INF	15cm	-	6+	6+	D-Cannon	30cm	MW5+	
Swooping Hawks	INF	35cm	5+	5+	4+	Lasblasters	(15cm)	Small Arms	*Jump Packs, Scout, Teleport.*
Warp Spiders	INF	15cm	4+	5+	4+	Death Spinners	(15cm)	Small Arms	*First Strike, Infiltrator, Jump Packs.*
Wraithguard	INF	15cm	4+	4+	4+	Wraithcannons	15cm	2× MW5+	*Fearless, Reinforced Armour.*
						and	(15cm)	Small Arms, EA(+1), MW	
Vyper	LV	35cm	4+	6+	5+	Scatter Laser	30cm	AP5+/AT5+	*Skimmer.*
War Walker	LV	20cm	6+	5+	5+	Scatter Laser	30cm	AP5+/AT5+	*Reinforced Armour, Scout, Walker.*
						Bright Lance	30cm	AT5+, L	
Falcon	AV	35cm	5+	6+	4+	Pulse Laser	45cm	2× AT4+	*Skimmer, Transport. May transport one infantry unit (except Support Weapon Platforms and Wraithguard) without Jump Packs or Mounted.*
						Scatter Laser	30cm	AP5+/AT5+	
Fire Prism	AV	35cm	5+	6+	5+	Prism Cannon	60cm	AP4+/AT2+, L	*Skimmer.*
Firestorm	AV	35cm	5+	6+	4+	Firestorm Battery	45cm	2× AP5+/AT5+/AA4+	*Skimmer, Transport. May transport one infantry unit (except Support Weapon Platforms and Wraithguard) without Jump Packs or Mounted.*

Night Spinner	AV	35cm	5+	6+	5+	Night Spinner		45cm	1BP, D, Ind	*Skimmer, Transport. May transport one infantry unit (except Support Weapon Platforms and Wraithguard) without Jump Packs or Mounted.*
Wave Serpent	AV	35cm	5+	6+	4+	Twin Shuriken Cannon		30cm	AP4+	*Reinforced Armour, Skimmer, Transport. May transport one Wraithguard unit or two infantry units (except Support Weapon Platforms) without Jump Packs or Mounted; Wraithguard count as two units each.*
Wraithlord	AV	15cm	4+	3+	4+	Bright Lance Power Fists		30cm (bc)	AT5+, L Assault Weapons, EA(+1), MW	*Fearless, Reinforced Armour, Walker.*
Avatar	WE	15cm	3+	2+	4+	Wailing Doom	and	30cm (bc)	MW5+ Assault Weapons, EA(+1), MW	*Commander, Damage Capacity 3, Fearless, Inspiring, Invulnerable Save, Walker. Critical Hit Effect: The unit is destroyed. All Eldar formations with a unit with a line of fire to the Avatar receive a Blast marker.*
Cobra	WE	25cm	5+	6+	5+	Cobra D-Cannon Eldar Missile Launcher Shuriken Cannon	or	30cm 30cm 45cm 30cm	3BP, FxF, IC, MW MW3+, FxF, TK(D6) AP5+/AT6+/AA6+ AP5+	*Damage Capacity 3, Reinforced Armour, Skimmer. Critical Hit Effect: The unit is destroyed. All units within 5cm suffer a hit on a roll of 6+.*
Phantom Titan	WE	25cm	5+	3+	3+	1–2× Titan Pulsar 0–1× Titan Power Fist 2× Twin Eldar Missile Launcher	and or	75cm 30cm (15cm) (bc) 45cm	2× MW2+, TK 6× AP4+/AT4+ Small Arms, EA(+3) Assault Weapons, EA(+2), TK(D3) AP4+/AT5+/AA5+	*Damage Capacity 6, Fearless, Holofield, Leader, Reinforced Armour, Walker. Armed with either two Titan Pulsars, or a Titan Pulsar and Power Fist. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit loses the Holofield ability save for the rest of the game. Subsequent critical hits cause an extra point of damage.*
Revenant Titan	WE	35cm	5+	4+	4+	2× Revenant Pulse Laser 2× Eldar Missile Launcher		45cm 45cm	2× MW3+ AP5+/AT6+/AA6+	*Damage Capacity 3, Fearless, Holofield, Jump Packs, Walker. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit loses the Holofield ability save for the rest of the game. Subsequent critical hits destroy the unit.*
Scorpion	WE	25cm	5+	6+	5+	Scorpion Twin Pulsar Shuriken Cannon		75cm 30cm	2× MW2+ AP5+	*Damage Capacity 3, Reinforced Armour, Skimmer. Critical Hit Effect: The unit is destroyed. All units within 5cm suffer a hit on a roll of 6+.*
Storm Serpent	WE	25cm	5+	6+	4+	Storm Serpent Pulse Laser Scatter Laser		45cm 30cm	2× AT3+ AP5+/AT5+	*Damage Capacity 3, Reinforced Armour, Skimmer, Webway Portal. Only formations consisting completely of infantry units, light vehicle units or armoured vehicles units with the walker ability may use the Storm Serpent's Webway Portal to enter play. Critical Hit Effect: The unit is destroyed. All units within 5cm suffer a hit on a roll of 6+.*

Warlock Titan	WE	25cm	5+	3+	3+	Psychic Lance		30cm	3BP, D, IC, TK(D3)	*Damage Capacity 6, Farsight, Fearless, Holofield, Inspiring, Leader, Reinforced Armour, Walker. Armed with a Psychic Lance, and either a Titan Pulsar or Power Fist. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit loses the Holofield ability save for the rest of the game. Subsequent critical hits cause an extra point of damage.*
							and	(15cm)	Small Arms, EA(+2), TK(D3)	
						0–1× Titan Pulsar		75cm	2× MW2+, TK	
						0–1× Titan Power Fist		30cm	6× AP4+/AT4+	
							and	(15cm)	Small Arms, EA(+3)	
							or	(bc)	Assault Weapons, EA(+2), TK(D3)	
						2× Twin Eldar Missile Launcher		45cm	AP4+/AT5+/AA5+	
Nightwing Interceptor	AC	Fighter	4+	n/a	n/a	Twin Shuriken Cannon		30cm	AP4+/AA5+, FxF	
						Twin Bright Lance		30cm	AT4+/AA5+, FxF, L	
Phoenix Bomber	AC	Fighter-Bomber	5+	n/a	n/a	Twin Shuriken Cannon		30cm	AP4+/AA5+, FxF	*Reinforced Armour.*
						Pulse Laser		45cm	2× AT4+, FxF	
						Night Spinner		15cm	1BP, FxF, D	
Vampire Raider	AC/WE	Bomber	5+	6+	4+	2× Pulse Laser		45cm	2× AT4+, FxF	*Damage Capacity 2, Planetfall, Reinforced Armour, Transport. May transport eight infantry units without Mounted. Wraithguard count as two units each. Critical Hit Effect: The unit and all units on board are destroyed.*
						Scatter Laser		30cm	AP5+/AT5+/AA5+, FxF	
Dragonship	SC	n/a	n/a	n/a	n/a	0–1× Orbital Bombardment		n/a	8BP, MW	*Transport. May transport twelve Vampire Raiders and the units being carried on them. Armed with either an Orbital Bombardment or Pin-Point Attacks.*
						0–1× Pin-Point Attacks		n/a	2× MW2+, TK(D3)	
Wraithship	SC	n/a	n/a	n/a	n/a	0–1× Orbital Bombardment		n/a	4BP, MW	*Armed with either an Orbital Bombardment or Pin-Point Attack.*
						0–1× Pin-Point Attack		n/a	MW2+, TK(D3)	

SPECIAL RULE

Farsight

Eldar Farseers are able to partially unravel the threads of time, allowing them to foresee events that may affect his army, and act to counter them. To represent this, any Eldar formation that includes a unit with Farsight may ignore the -1 Action test penalty when they try to retain the initiative.

In addition, once per turn the Eldar player may attempt to retain the initiative twice in a row (i.e. the Eldar player can retain the initiative and take another action after having successfully retained the initiative once already). Any Eldar formation may be chosen, including those that do not include a unit with Farsight, but at least one unit with Farsight must still be in play and on the battlefield. The formation must still pass an initiative test in order to carry out the action, and will suffer the -1 modifier for retaining the initiative unless it includes a unit with Farsight. Once the action has been taken the initiative returns to the opposing player.

SPECIAL RULE

Hit & Run Tactics[1]

The Eldar are a dying race, and any loss is deeply mourned. Because of this they have developed tactics that, when combined with their highly advanced technology, allows them to attack the enemy and then quickly retire in order to avoid any return fire. This special ability is reflected by the following special rules, which apply to all formations in an Eldar army.

Eldar formations that take advance or double actions may choose to shoot either before or after each move. However, they may still only shoot once during the action. For example, an Eldar formation taking an advance action could shoot and then move or move and then shoot, while a formation taking a double action could shoot and move twice, move twice and then shoot, or move then shoot and then move again.

In addition Eldar formations that wins an assault are allowed to move any distance up to their speed value when they consolidate, rather than being limited to a move of 5cm as would normally be the case.

SPECIAL RULE

Eldar Technology[2]

The Eldar are a technologically sophisticated race that make use of a number of devices that have capabilities far in advance of anything used by the other races in the galaxy. These technological advantages are represented in Epic by the following special rules:

Holofield: Eldar Titans are protected by a Holofield that is projected from special wing-like structures on the Titan's carapace. These fracture the image of the Titan making it appear as a swirling cloud of coloured motes to the naked eye, while at the same time disrupting any targeting devices attempting to lock onto the Titan. The overall result is to make the Titan a very hard target to hit! Holofields provide Titans with a special 3+ saving throw that can be taken instead of the Titan's normal saving throw. This save may always be taken, even against hits in an assault or against Titan Killer or Macro-weapons attacks. Make a single saving against weapons with the Titan Killer ability, rather than a separate save for each point of damage. If a vehicle with a Holofield also has Reinforced Armour, then it is allowed to re-roll its saving throw unless hit by Lance, Macro-weapon or Titan Killer attacks, but the re-roll must be made using the units armour save rather than the Holofield save. No Blast markers are placed for hits that are saved by a Holofield.

Lance: A Lance uses a highly concentrated beam of laser energy to destroy heavily armoured targets. A unit with Reinforced Armour that is hit by a Lance weapon is not allowed to re-roll its saving throw.

Webway Portal: Webway portals are used by the Eldar to safely travel through the Warp. Each Webway Portal included in the army allows the Eldar player to pick up to three other formations, and keep them back on the Craftworld. Any formation's that are kept on the Craftworld may enter play via the Webway Portal, by taking an action that allows them to make a move, and then measuring their first move from the position that a Webway Portal occupies on the tabletop. Note that the formation may appear through any Webway Portal, not just the one that was "used" to allow the formation to be kept off-board. No more than one formation may travel through each Webway Portal each turn.

In the Epic Tournament Game Rules formations in reserve with multiple deployment options must have a designated deployment method during setup (e.g. Webway Portal, air transport or teleport).

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1. Hit & Run Tactics

Q: In an Eldar formation takes a double action and moves, shoots and moves again can transported infantry disembark after the first one, shoot, and then be picked up as part of the second move?

A: Yes, so long as their transport is not popping up.

Q: If units from an Eldar formation are in an enemy's zone of control and take an advance or double action can they shoot first and then move?

A: Yes.

2. Eldar Technology

Q: Is a Holofield affected by save modifiers (i.e. hits from sniper and crossfire)?

A: Yes.

Q: Can a formation enter play via a Webway Portal that is covered by, or is in the zone of control of, enemy units?

A: Yes, but the formation using it to enter play would have to carry out an engage action.

Q: What happens when a formation in reserve fails its action test and needs to enter play via a Webway Portal that is covered by, or is in the zone of control of, enemy units?

A: It takes a Blast marker, and may not take a hold action. It effectively looses its activation.