

SAIM-HANN CRAFTWORLD ELДАР v6.3

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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>

SAIM-HANN UNITS

WILD RIDERS

WILD RIDERS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	35cm	4+	4+	5+
Weapons	Range	Firepower	Notes	
Shuriken Catapults	(15cm)	Small Arms	-	
Eldar Close Combat Weapons	(base contact)	Assault Weapon	Extra Attacks (+1)	
Notes: Leader, Mounted, Skimmer.				

MOUNTED FARSEER

MOUNTED FARSEER				
Type	Speed	Armour	Close Combat	Firefight
Character	-	-	-	-
Weapons	Range	Firepower	Notes	
Witch Blades	(base contact)	Assault Weapons	Macro-weapon, Extra attacks (+1)	
Notes: Character, Commander, Invulnerable Save, Farsight. Counts as a Farseer.				

VAMPIRE HUNTER

VAMPIRE HUNTER				
Type	Speed	Armour	Close Combat	Firefight
Aircraft/War Engine	Bomber	5+	-	-
Weapons	Range	Firepower	Notes	
Hunter Twin Pulsar	30cm	2 x MW2+	Fixed Forward Arc	
Twin Eldar Missile Launcher	45cm	AP4+/AT5+/AA5+	-	
Scatter Laser	30cm	AP5+/AT5+/AA5+	Fixed Forward Arc	
Notes: Damage Capacity 2. Reinforced Armour. Critical Hit Effect: The Vampire Hunter's control surfaces have been damaged and it is destroyed.				

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.

SAIM-HANN CRAFTWORLD ARMY LIST

Saim-Hann Craftworld armies have a strategy rating of 3+. Avatars, Aspect Warriors formations, and Titans have an initiative rating of 1+. All other formations have an initiative rating of 2+.

SAIM-HANN 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 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 Wild Rider Chieftain	You may add an Autarch character to one Wild Rider unit for +75 pts.		75

SAIM-HANN CRAFTWORLD HOSTS

TYPE	FORMATION	EXTRAS	COST
Wild Rider Clan Warhost	A Wild Rider Clan Warhost consists of one Wild Riders unit and six Jetbike units.	Add 3 Jetbike units for +100 points or add 6 Jetbike units for +200 points Add 3 Shining Spears units for +100 points Add 1 Mounted Farseer character to a Jetbike or Vyper unit +50 points	250
Shining Spear Aspect Warrior Warhost (You may include one Shining Spear Warhost in your army per Wild Rider Clan Warhost)	A Shining Spear Aspect Warrior Warhost consists of eight Shining Spear Aspect Warrior units.	Any number of Jetbike units in the formation may be replaced with Vypers at no additional points cost. The formation may include up to two Exarch character upgrades for +25 points each	300

SAIM-HANN 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
Saim-Hann Guardian Troupe	Six Guardian units and three Wave Serpents Up to two Guardians may be replaced with Heavy Weapon Platforms at no additional cost in points. Replace two Guardian units with Wraithguard units and add an additional Wave Serpent +125 points	250 points
Aspect Warrior Troupe	Six Aspect Warrior units 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 must 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 one Exarch character upgrade for +25 points.	Varies
Ranger Troupe	From four to eight Eldar Rangers	25 points each
Swords of Vault Troupe	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
Night Spinner Troupe	Three Eldar Night Spinners	175 points
Engines of Vault Troupe	Up to three Scorpion, Cobra, or Storm Serpent (or any combination)	250 points each

SAIM-HANN 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
Revenant Titans	Two Revenant Titans	650 points
Nightwings	Three Nightwing Interceptors	300 points
Phoenix Bombers	Three Phoenix Bombers	400 points
Vampire Hunters	Two Vampire Hunters	500 points