

ALAITOC INDIVIDUALS

FORMATION	UNITS	POINTS COST
0-1 Avatar	One Avatar The Avatar must begin the game in reserve. In the Strategy Phase of any turn, before the strategy roll place the Avatar within 15cm of a Farseer unit. The Avatar counts as its own formation and may only enter play in this manner. In the End Phase of that turn it is removed from play before rallying formations. Once removed it may not return.	Free
0-1 Wraithgate	Replace one objective marker in the Eldar players half of the table with a Wraithgate, this counts as an objective marker and a webway portal which may not be attacked or damaged in any way.	50

ALAITOC HOSTS

FORMATION	UNITS	UPGRADES	POINTS COST
Guardian Host (Up to one per Ranger host)	One Farseer unit and seven Guardian units	Heavy Weapons, Support Weapons, Wraithguard, Wraithlord or Heavy Weapons, Transport	150
Ranger Host	Eight Ranger units	War Walkers	200

ALAITOC TROUPES

(up to two for each Alaitoc Warhost taken)

FORMATION	UNITS	UPGRADES	POINTS COST
Aspect Warrior Troupe	Six Aspect Warrior units chosen from the following: Dark Reapers, Dire Avengers, Fire Dragons, Howling Banshees, Shining Spears, Striking Scorpions, Swooping Hawks, Warp Spiders	Autarch, Exarch, Transport	250
Engine of Vault Troupe	One Engine of Vault chosen from the following: Cobra, Scorpion, Storm Serpent	Spirit Stones Add one or two additional Engine of Vaults for 200 points each chosen from the following: Cobra, Scorpion, Storm Serpent	250
Falcon Troupe	Five Falcons	Firestorms, Spirit Stones	250
Fire Prism Troupe	Three Fire Prisms	Spirit Stones	250
Night Spinner Troupe	Three Night Spinners	Spirit Stones	175
Pathfinder Troupe	Six Alaitoc Pathfinder units	-	225
Wind Rider Troupe	Six Jetbike units	Spirit Stones, Vypers	200

ALAITOC UPGRADES

(each different allowed upgrade may be taken once)

UPGRADE	UNITS	POINTS COST
0-1 Autarch	Replace one Eldar Exarch character with an Eldar Autarch character	50
Exarch	Add one Eldar Exarch character to an Eldar Aspect Warrior unit	25
Firestorms	Replace up to two Eldar Falcons with Eldar Firestorms	0
Heavy Weapons	Replace up to three Eldar Guardian units with Eldar Heavy Weapon Platform units	0
Support Weapons	Add three Eldar Support Weapon Platform units	50
Spirit Stones	Grants the formation the Spirit Stones ability	25
Transport	Add enough Wave Serpents to transport all the units in the formation with no transport spaces left over if at all possible after any upgrades have been added to the formation. Aspect Warrior Troupes may replace any number of these Wave Serpents with two Eldar Falcons each, for 75 points each Wave Serpent replaced	50 each
Vypers	Replace any number of Eldar Jetbike units with Eldar Vypers	0
War Walkers	Add three War Walkers	75
Wraithguard	Add three Eldar Wraithguard units	150
Wraithlord	Add three Eldar Wraithlords	175

AIRCRAFT, SPACECRAFT AND TITANS

FORMATION	UNITS	POINTS COST
Nightwing Interceptors	Three Nightwing Interceptors	300
Phoenix Bombers	Three Phoenix Bombers	300
0-1 Spacecraft	One Wraithship or One Dragonship	150 300
Vampire	One Vampire Raider	200
Revenants	Two Revenant Titans	650
Phantom	One Phantom Titan	750

USING THE ARMY LIST

- A maximum of up to a third of the points available to the army may be spent on Aircraft, Spacecraft and Titans.

CODEX CRAFTWORLD ELDAR – ALAITOC

Name	Type	Speed	Strategy Rating: 4			Initiative: 1+ (Avatar, Aspect Warriors, Pathfinders), 2+ All other formations				Notes
			Armour	CC	FF	Weapons	Range	Firepower		
Eldar Autarch	CH	n/a	n/a	n/a	n/a	Autarch Ranged Weapon Eldar Power Weapon	(15cm) (base contact)	Small Arms, EA (+1) Assault Wpns, MW, EA (+1)	Inspiring, Invulnerable Save, Supreme Commander	
Eldar Exarch	CH	n/a	n/a	n/a	n/a	Diresword Exarch Ranged Weapon Exarch Close Combat Weapon Executioner Firepike Starlance	(base contact) (15cm) (base contact) (base contact) (15cm) (base contact)	Assault Wpns, MW, EA (+1) Small Arms, EA (+1) Assault Wpns, EA (+1) Assault Wpns, EA (+1), First Str Small Arms, MW, EA (+1) Assault Wpns, EA (+1), Lance	Inspiring Dire Avengers have a Diresword; Striking Scorpions have an Exarch Close Combat Weapon. Swooping Hawk, Warp Spider & Dark Reapers have Exarch Ranged Weapons. Fire Dragons have a Firepike, Howling Banshees have an Executioner and Shining Spears have a Starlance.	
Eldar Farseer	Inf	15cm	4+	4+	5+	Witch Blades Shuriken Pistols	(base contact) (15cm)	Assault Wpns, MW, EA (+1) Small Arms	Commander, Invulnerable Save, Farsight Farseer units can summon the Avatar	
Eldar Guardians	Inf	15cm	-	6+	4+	Shuriken Catapults	(15cm)	Small Arms	-	
Eldar Heavy Weapon Platforms	Inf	15cm	-	6+	5+	Scatter Laser	30cm	AP5+/AT5+	-	
Eldar Support Weapon Platforms	Inf	15cm	-	6+	6+	Distort Cannon	30cm	MW5+	-	
Eldar Rangers	Inf	15cm	5+	6+	5+	Shuriken Pistols Long Rifles	(15cm) 30cm	Small Arms AP5+, Sniper	Scouts	
Eldar Pathfinders	Inf	15cm	5+	5+	5+	Eldar Close Combat Weapons Long Rifles	(base contact) 30cm	Assault Wpns AP5+, Sniper	Scouts, First Strike, Infiltrators, Teleport	
Eldar Jetbikes	Inf	35cm	5+	6+	4+	Twin Shuriken Catapults	(15cm)	Small Arms	Mounted, Skimmer	
Eldar Dire Avenger Aspect Warriors	Inf	15cm	5+	5+	4+	Avenger Shuriken Catapults	(15cm)	Small Arms, EA (+1)	-	
Eldar Fire Dragon Aspect Warriors	Inf	15cm	5+	5+	4+	Fusion Guns and	(15cm) 15cm	Small Arms, MW MW5+	-	
Eldar Dark Reaper Aspect Warriors	Inf	15cm	5+	6+	3+	2 × Reaper Missile Launchers	45cm	AP5+	-	
Eldar Striking Scorpion Aspect Warriors	Inf	15cm	4+	4+	5+	Mandiblasters Shuriken Pistols	(base contact) (15cm)	Assault Wpns, EA (+1) Small Arms	-	
Eldar Howling Banshee Aspect Warriors	Inf	15cm	5+	2+	5+	Shuriken Pistols Banshee Mask	(15cm) (base contact)	Small Arms Assault Wpns, First Str	-	
Eldar Shining Spear Aspect Warriors	Inf	35cm	4+	4+	5+	Twin Shuriken Catapults Power Lances	(15cm) (base contact)	Small Arms Assault Wpns, Lance	Mounted, Skimmer	
Eldar Swooping Hawk Aspect Warriors	Inf	35cm	5+	5+	4+	Lasblasters	(15cm)	Small Arms	Jump Packs, Scouts, Teleports	
Eldar Warp Spider Aspect Warriors	Inf	15cm	4+	5+	4+	Deathspinners	(15cm)	Small Arms	First Strike, Infiltrators, Jump Packs	
Eldar Wraithguard	Inf	15cm	4+	4+	4+	Wraith Cannons and	15cm (15cm)	2 × MW5+ Small Arms, MW, EA (+1)	Fearless, Reinforced Armour	
Eldar War Walker	LV	20cm	6+	5+	5+	Scatter Laser Bright Lance	30cm 30cm	AP5+/AT5+ AT5+, Lance	Reinforced Armour, Scout, Walker	
Eldar Vyper	LV	35cm	4+	6+	5+	Scatter Laser Twin Shuriken Catapults	30cm (15cm)	AP5+/AT5+ Small Arms	Skimmer	
Eldar Wraithlord	AV	15cm	4+	3+	4+	Bright Lance Eldar Power Fist	30cm (base contact)	AT5+, Lance Assault Wpns, MW, EA (+1)	Fearless, Reinforced Armour, Walker	
Eldar Falcon	AV	35cm	5+	6+	4+	Pulse Laser Scatter Laser	45cm 30cm	2 × AT4+ AP5+/AT5+	Skimmer, Transport (One: Farseer, Guardian, Howling Banshee, Striking Scorpion, Fire Dragon, Dire Avenger, Dark Reaper, Swooping Hawk units).	
Eldar Wave Serpent	AV	35cm	5+	6+	4+	Twin Shuriken Cannon Twin Shuriken Catapults	30cm (15cm)	AP4+ Small Arms	Skimmer, Reinforced Armour, Transport (Up to two: Farseer, Guardian, Heavy Weapons, Howling Banshee, Striking Scorpion, Fire Dragon, Dire Avenger, Dark Reaper, Swooping Hawk units).	
Eldar Firestorm	AV	35cm	5+	6+	4+	Firestorm Battery	45cm	2 × AP5+/AT5+/AA4+	Skimmer	
Eldar Fire Prism	AV	35cm	5+	6+	5+	Prism Cannon	75cm	AP4+/AT4+/AA5+, Lance	Skimmer	
Eldar Night Spinner	AV	35cm	5+	6+	5+	Night Spinner	45cm	1BP, Disrupt, Indirect Fire	Skimmer	
Eldar Scorpion	WE	25cm	5+	6+	5+	Twin Pulsars Shuriken Cannon	75cm 30cm	2 × MW2+ AP5+	Skimmer, Reinforced Armour Dam Cap: 3, Crit: Destroyed, models within 5cm hit on 6+	
Eldar Storm Serpent	WE	25cm	5+	6+	4+	Twin Pulse Lasers Scatter Laser	45cm 30cm	2 × AT3+ AP5+/AT5+	Skimmer, Reinforced Armour, Webway Portal Dam Cap: 3, Crit: Destroyed, models within 5cm hit on 6+	
Eldar Cobra	WE	25cm	5+	6+	5+	Cobra D-Cannon or Eldar Missile Launcher Shuriken Cannon	30cm 30cm 45cm 30cm	MW3+, TK (D6), FFA 3BP, MW, Ignore Cover, FFA AP5+/AT6+/AA6+ AP5+	Skimmer, Reinforced Armour Dam Cap: 3, Crit: Destroyed, models within 5cm hit on 6+	
Eldar Avatar	WE	15cm	3+	2+	5+	Wailing Doom and	30cm (base contact)	MW5+ Assault Wpn, MW, EA (+1)	Commander, Fearless, Inspiring, Invulnerable Save, Walker Dam Cap: 3, Crit: Dest, blast marker to Eldar formations in LOS	

CODEX CRAFTWORLD ELДАР – ALAITOC TITANS

Name	Type	Speed	Armour	CC	Strategy Rating: 4		Initiative: 1+			Notes
					FF	Weapons	Range	Firepower		
Eldar Revenant Titan	WE	35cm	5+	4+	4+	2 × Revenant Pulsar 2 × Eldar Missile Launcher	45cm 45cm	2 × MW3+ AP5+/AT6+/AA6+	Fearless, Jump Pack, Holofield, Walker Dam Cap: 3 Crit: Holofield destroyed, further crit additional damage point	
Eldar Phantom Titan	WE	25cm	5+	3+	3+	1-2 × Titan Pulsar Eldar Titan Power Fist <u>and</u> <u>or</u> 2 × Twin Eldar Missile Launchers	75cm 30cm (15cm) (base contact) 45cm	2 × MW2, TK (1) 6 × AP4+/AT4+ Small Arms, EA (+3) Assault Wpns, EA (+2), TK (D3) AP4+/AT5+/AA5+	Fearless, Holofield, Leader, Reinforced Armour, Walker Dam Cap: 6 Crit: Holofield destroyed, further crit additional damage point May be armed with one Titan Pulsar and 1 Titan Power Fist or 2 Titan Pulsars.	

CODEX CRAFTWORLD ELДАР – ALAITOC AIRCRAFT & SPACECRAFT

Name	Type	Speed	Armour	CC	Strategy Rating: 4		Initiative: 2+			Notes
					FF	Weapons	Range	Firepower		
Eldar Nightwing Interceptor	Aircraft	Fighter	4+	n/a	n/a	Twin Shuriken Cannons Twin Bright Lances	30cm 30cm	AP4+/AA5+, FFA AT4+/AA5+, Lance, FFA	-	
Eldar Phoenix Bomber	Aircraft	Fighter Bomber	5+	n/a	n/a	Twin Shuriken Cannons Pulse Laser Spinner Array	30cm 45cm 15cm	AP4+/AA5+, FFA 2 × AT4+, FFA 1BP, Disrupt, FFA	Reinforced Armour	
Eldar Vampire Raider	WE Aircraft	Bomber	5+	6+	4+	Scatter Laser 2 × Pulse Laser	30cm 45cm	AP5+/AT5+/AA5+, FFA 2 × AT4+, FFA	Planetfall, Reinforced Armour, Transport (Eight: Farseer, Guardian, Howling Banshee, Striking Scorpion, Fire Dragon, Dire Avenger, Dark Reaper, Swooping Hawk, Warp Spider, Wraithguard, Ranger, Heavy Weapon and Support Weapon units). Dam Cap: 2, Crit: Destroyed	
Eldar Wraithship	Spacecraft	n/a	n/a	n/a	n/a	Orbital Bombardment <u>or</u> Pin-point Attack	n/a n/a	4BP, MW MW2+, TK (D3)	-	
Eldar Dragonship	Spacecraft	n/a	n/a	n/a	n/a	Orbital Bombardment <u>or</u> 2 × Pin-point Attack	n/a n/a	8BP, MW MW2+, TK (D3)	Transport (12 Vampires and transported units)	

ALAITOC ELДАР SPECIAL RULES

Farsight	Eldar formations that include a unit with the <i>farsight</i> ability may ignore the -1 penalty to Action test rolls when attempting to retain the initiative. In addition once per turn the Eldar player may attempt to retain the initiative twice in a row (i.e. allowing the Eldar player to take 3 activations in a row). Any Eldar formation may be selected, including those without a unit with farsight, but at least one unit with the <i>farsight</i> ability must be in play on the battlefield. The formation selected must still carry out an action test with a -1 modifier, unless the selected formation has a unit with the <i>farsight</i> ability.
Hit and Run	Eldar formations that select an advance or double action may choose to shoot either before or after each move, but may still only shoot once. If the formation chooses to double the -1 to hit penalty applies even if the shot is taken before moving. Eldar formations that win an assault may consolidate up to their speed value rather than the normal 5cms.
Holofields	Holofields provide Eldar Titans with a 3+ saving throw. This save may always be taken even against weapons with the macro weapon or titan killer abilities. If an Eldar Titan has reinforced armour it may use its re-roll unless hit by a lance, macro weapon or titan killer attack but the re-roll uses the Titan's armour value. Hits saved by the holofield do not generate blast markers, even if they have the disrupt ability. Against titan killer attacks that cause extra damage make one holofield save roll, if this is successful the Eldar Titan takes no damage, if the roll fails the Titan suffers all the damage. Holofield saves can be reduced by modifiers such as the -1 to saves from a cross fire and weapons with the sniper ability.
Lance	When units with reinforced armour are hit by a weapon with the lance ability they do not get to re-roll failed armour saves.
Webway Portal	A Craftworld Eldar army that includes any webway portals may place up to three formations in reserve for each webway portal included in the army, infantry units in these reserve formations may count as mounted in their transports. These formations may enter play by activating and moving onto the table through a friendly webway portal during the game, measuring their first move from any part of the position the portal occupies on the battlefield. A webway portal may only be used once per turn, and if the formation fails to activate and chooses not to enter play this still counts as using the portal that turn. Only infantry, light vehicles or armoured vehicles with the walker ability may use webway portals.
May Not Garrison	Only Eldar Ranger hosts and Eldar Pathfinder troupes may set up using the tournament game garrison rule (6.1.5).
Spirit Stones	Formations that purchase the Spirit Stone upgrade gain the Leader ability. This is a formation wide ability and is not tied to any one unit within the formation.

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