

## SAIM-HANN 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 Mounted 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.	0
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

## SAIM-HANN HOSTS

FORMATION	UNITS	UPGRADES	POINTS COST
Aspect Warrior Host (Up to one per Wild Rider Host)	Eight Aspect Warrior units chosen from the following: Shining Spears, Swooping Hawks	Exarch Add one additional Exarch character to an Aspect Warrior unit for 25 points	300
Wild Rider Host	Nine Saim-Hann Wild Rider units	Chieftain, Mounted Farseer, Spirit Stones, Vypers, Wild Riders	300

## SAIM-HANN TROUPES

(up to two for each Saim-Hann Host taken)

FORMATION	UNITS	UPGRADES	POINTS COST
Mounted Aspect Warrior Troupe	Three Wave Serpents and Six Aspect Warrior units chosen from the following: Dark Reapers, Dire Avengers, Fire Dragons, Howling Banshees, Striking Scorpions	Exarch Replace any number of Wave Serpents with two Eldar Falcons each, for 75 points each Wave Serpent replaced	400
Engine of Vaul Troupe	One Engine of Vaul chosen from the following: Cobra, Scorpion, Storm Serpent	Spirit Stones Add one or two additional Engine of Vauls 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
Ranger Troupe	Four Ranger units	Add one to four additional Ranger units for 25 points each	100
War Walker Troupe	Six War Walkers	Spirit Stones	200

## SAIM-HANN UPGRADES

(each different allowed upgrade may be taken once)

UPGRADE	UNITS	POINTS COST
0-1 Chieftain	Add one Eldar Wild Rider Chieftain character to a Wild Rider unit or Vyper	50
Exarch	Add one Eldar Exarch characters to an Aspect Warrior unit	25
Firestorms	Replace up to two Eldar Falcons with Eldar Firestorms	0
Spirit Stones	Grants the formation the Spirit Stones ability	25
Vypers	Replace up to nine Eldar Saim-Hann Wild Rider units with Eldar Vypers	0
Mounted Farseer	Add one Eldar Mounted Farseer unit	50
Wild Riders	Add three Eldar Saim-Hann Wild Rider units	75

## AIRCRAFT, SPACECRAFT AND TITANS

FORMATION	UNITS	POINTS COST
Nightwing Interceptors	Three Nightwing Interceptors	300
Phoenix Bombers	Three Phoenix Bombers	300
0-1 Spacecraft	One Eldar Wraithship <u>or</u> One Eldar Dragonship	150
Vampire	One Vampire Hunter	225
Revenants	Two Revenant Titans	650

### 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 ELДАР – SAIM-HANN

Strategy Rating: 4

Initiative: 1+ (Avatar, Aspect Warriors), 2+ All other formations

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Eldar Wild Rider Chieftain	CH	n/a	n/a	n/a	n/a	Shuriken Cannon Eldar Power Weapon	30cm (base contact)	AP5+ 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, Dark Reapers have Exarch Ranged Weapons. Fire Dragons have a Firepike, Howling Banshees have an Executioner and Shining Spears a Starlance.
Eldar Mounted Farseer	Inf	35cm	4+	4+	4+	Witch Blades Twin Shuriken Catapults	(base contact) (15cm)	Assault Wpns, MW, EA (+1) Small Arms	Skimmer, Mounted, Commander, Invulnerable Save, Farsight Mounted Farseer units can summon the Avatar
Eldar Rangers	Inf	15cm	5+	6+	5+	Shuriken Pistols Long Rifles	(15cm) 30cm	Small Arms AP5+, Sniper	Scouts
Eldar Saim-Hann Wild Riders	Inf	35cm	5+	5+	4+	Eldar Close Combat Weapons Twin Shuriken Catapults	(base contact) (15cm)	Assault Wpns 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 <u>and</u>	(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 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 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, Transport (Up to two: Farseer, Guardian, Heavy Weapon Platform, 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 <u>or</u> Eldar Missile Launcher Shuriken Cannon	30cm 30cm 45cm 30cm	MW3+, TK (D6), FFA 3BP, 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 <u>and</u>	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 – SAIM-HANN TITANS

Name	Type	Speed	Armour	Strategy Rating: 4		Initiative: 1+		Range	Firepower	Notes
				CC	FF	Weapons				
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	

### CODEX CRAFTWORLD ELДАР – SAIM-HANN AIRCRAFT & SPACECRAFT

Name	Type	Speed	Armour	Strategy Rating: 4		Initiative: 2+		Range	Firepower	Notes
				CC	FF	Weapons				
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 Hunter	WE Aircraft	Bomber	5+	n/a	n/a	Scatter Laser Hunter Twin Pulsars Twin Eldar Missile Launchers	30cm 30cm 45cm	AP5+/AT5+/AA5+, FFA 2 × MW2+, FFA AP4+/AT5+/AA5+, FFA	Reinforced Armour 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)	

## Saim-Hann Eldar Special Rules

<b>Farsight</b>	<p>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.</p> <p>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.</p> <p>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.</p>
<b>Hit and Run</b>	<p>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.</p> <p>Eldar formations that win an assault may consolidate up to their speed value rather than the normal 5cms.</p>
<b>Holofields</b>	<p>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.</p> <p>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.</p> <p>Holofield saves can be reduced by modifiers such as the -1 to saves from a cross fire and weapons with the sniper ability.</p>
<b>Lance</b>	<p>When units with reinforced armour are hit by a weapon with the lance ability they do not get to re-roll failed armour saves.</p>
<b>Webway Portal</b>	<p>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.</p> <p>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.</p> <p>Only infantry, light vehicles or armoured vehicles with the walker ability may use webway portals.</p>
<b>May Not Garrison</b>	<p>Only Eldar Ranger and War Walker troupes may set up using the tournament game garrison rule (6.1.5).</p>
<b>Spirit Stones</b>	<p>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.</p>