

| YME-LOC INDIVIDUALS |   |             |
|---------------------|---|-------------|
| FORMATION           | UNITS   | POINTS COST |
| 0-1 Avatar          | One Avatar<br>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 Gate of Vaul    | Replace one objective marker in the Eldar players half of the table with a Gate of Vaul, this counts as an objective marker and a large webway portal which may not be attacked or damaged in any way.  | 100         |

| YME-LOC HOSTS       |   |  |             |
|---------------------|---|--|-------------|
| FORMATION           | UNITS   | UPGRADES   | POINTS COST |
| Falcon Host         | Six Falcons   | Bonesinger, Firestorms, Spirit Stones  | 300         |
| Engine of Vaul Host | One Engines of Vaul chosen from the following: Cobra, Scorpion, Storm Serpent | Bonesinger, Spirit Stones<br>Add one or two additional Engines of Vaul for 200 points from the following: Cobra, Scorpion, Storm Serpent | 250         |

| YME-LOC TROUPES                         |   |   |             |
|---|---|---|-------------|
| (up to two for each Yme-Loc 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, Swooping Hawks | Exarch<br>Replace any number of Wave Serpents with two Eldar Falcons each, for 50 points each Wave Serpent replaced | 400         |
| Mounted Guardian Troupe                 | One Farseer unit, five Guardian units, two Wave Serpents and two Falcons  | Heavy Weapons   | 300         |
| Fire Prism Troupe                       | Three Fire Prisms   | Spirit Stones   | 250         |
| Night Spinner Troupe                    | Three Night Spinners  | Spirit Stones   | 175         |
| Hornet Troupe                           | Five Hornets  | Spirit Stones   | 225         |
| Warp Hunter Troupe                      | Three Warp Hunters  | Spirit Stones   | 175         |
| Wind Rider Troupe                       | Six Vyper units   | Spirit Stones   | 200         |
| Lynx Troupe                             | Two Lynx  | Spirit Stones   | 300         |

| YME-LOC UPGRADES                                   |   |             |
|--|---|-------------|
| (each different allowed upgrade may be taken once) |   |             |
| UPGRADE  | UNITS   | POINTS COST |
| 0-1 Bonesinger                                     | Add one Eldar Master Bonesinger 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           |
| Spirit Stones                                      | Grants the formation the Spirit Stones ability                                  | 25          |

| 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><br>One Eldar Dragonship | 150<br>300  |
| Revenants                       | Two Revenant Titans                                    | 650         |
| Phantom Titan                   | One Phantom Titan                                      | 750         |
| 0-1 Warlock Titan               | One Warlock Titan                                      | 850         |

### 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 – YME-LOC

Strategy Rating: 4

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

| Name                                    | Type | Speed | Armour | CC  | FF  | Weapons  | Range  | Firepower  | Notes  |
|---|------|-------|--------|-----|-----|--|--|--|--|
| Eldar Master Bonesinger                 | CH   | n/a   | n/a    | n/a | n/a | -  | -  | -  | Invulnerable Save, Supreme Commander   |
| Eldar Exarch                            | CH   | n/a   | n/a    | n/a | n/a | Diresword<br>Exarch Ranged Weapon<br>Exarch Close Combat Weapon<br>Executioner<br>Firepike | (base contact)<br>(15cm)<br>(base contact)<br>(base contact)<br>(15cm) | Assault Wpns, MW, EA (+1)<br>Small Arms, EA (+1)<br>Assault Wpns, EA (+1)<br>Assault Wpns, EA (+1), First Str<br>Small Arms, MW, EA (+1) | Inspiring<br>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. |
| Eldar Farseer                           | Inf  | 15cm  | 4+     | 4+  | 5+  | Witch Blades<br>Shuriken Pistols   | (base contact)<br>(15cm)   | Assault Wpns, MW, EA (+1)<br>Small Arms  | Commander, Invulnerable Save, Farsight<br>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 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<br><u>and</u>  | (15cm)<br>15cm   | Small Arms, MW<br>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<br>Shuriken Pistols  | (base contact)<br>(15cm)   | Assault Wpns, EA (+1)<br>Small Arms  | -  |
| Eldar Howling Banshee Aspect Warriors   | Inf  | 15cm  | 5+     | 2+  | 5+  | Shuriken Pistols<br>Banshee Mask   | (15cm)<br>(base contact)   | Small Arms<br>Assault Wpns, First Str  | -  |
| Eldar Swooping Hawk Aspect Warriors     | Inf  | 35cm  | 5+     | 5+  | 4+  | Lasblasters  | (15cm)   | Small Arms   | Jump Packs, Scouts, Teleports  |
| Eldar Hornet                            | LV   | 35cm  | 4+     | 6+  | 5+  | Star Cannon<br>Bright Lance  | 30cm<br>30cm   | AP4+/AT6+<br>AT5+, Lance   | Scout, Skimmer   |
| Eldar Vyper                             | LV   | 35cm  | 4+     | 6+  | 5+  | Scatter Laser<br>Twin Shuriken Catapults   | 30cm<br>(15cm)   | AP5+/AT5+<br>Small Arms  | Skimmer  |
| Eldar Warp Hunter                       | AV   | 35cm  | 5+     | 6+  | 4+  | Warp Hunter D-Cannon<br><u>and</u><br>Twin Shuriken Catapults                              | 30cm<br>(15cm)<br>(15cm)   | MW3+<br>Small Arms, MW<br>Small Arms   | Skimmer  |
| Eldar Falcon                            | AV   | 35cm  | 5+     | 6+  | 4+  | Pulse Laser<br>Scatter Laser   | 45cm<br>30cm   | 2 × AT4+<br>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<br>Twin Shuriken Catapults  | 30cm<br>(15cm)   | AP4+<br>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<br>Shuriken Cannon  | 75cm<br>30cm   | 2 × MW2+<br>AP5+   | Skimmer, Reinforced Armour<br>Dam Cap: 3, Crit: Destroyed, models within 5cm hit on 6+   |
| Eldar Storm Serpent                     | WE   | 25cm  | 5+     | 6+  | 4+  | Twin Pulse Lasers<br>Scatter Laser   | 45cm<br>30cm   | 2 × AT3+<br>AP5+/AT5+  | Skimmer, Reinforced Armour, Webway Portal<br>Dam Cap: 3, Crit: Destroyed, models within 5cm hit on 6+  |
| Eldar Cobra                             | WE   | 25cm  | 5+     | 6+  | 5+  | Cobra D-Cannon<br><u>or</u><br>Eldar Missile Launcher<br>Shuriken Cannon                   | 30cm<br>30cm<br>45cm<br>30cm   | MW3+, TK (D6), FFA<br>3BP, MW, Ignore Cover, FFA<br>AP5+/AT6+/AA6+<br>AP5+   | Skimmer, Reinforced Armour<br>Dam Cap: 3, Crit: Destroyed, models within 5cm hit on 6+   |
| Eldar Lynx                              | WE   | 30cm  | 5+     | 6+  | 5+  | Sonic Lance<br>Shuriken Cannon   | 45cm<br>30cm   | 2BP, Disrupt, Ignore Cover<br>AP5+   | Skimmer, Reinforced Armour<br>Dam Cap: 2, Crit: Destroyed  |
| Eldar Avatar                            | WE   | 15cm  | 3+     | 2+  | 5+  | Wailing Doom<br><u>and</u>   | 30cm<br>(base contact)   | MW5+<br>Assault Wpn, MW, EA (+1)   | Commander, Fearless, Inspiring, Invulnerable Save, Walker<br>Dam Cap: 3, Crit: Dest, blast marker to Eldar formations in LOS   |

## CODEX CRAFTWORLD ELDAR – YME-LOC 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<br>2 × Eldar Missile Launcher  | 45cm<br>45cm   | 2 × MW3+<br>AP5+/AT6+/AA6+  | Fearless, Jump Pack, Holofield, Walker<br>Dam Cap: 3<br>Crit: Holofield destroyed, further crit additional damage point  |       |
| Eldar Phantom Titan  | WE   | 25cm  | 5+     | 3+ | 3+                 | 1-2 × Titan Pulsar<br>Eldar Titan Power Fist<br><u>and</u><br><u>or</u><br>2 × Twin Eldar Missile Launchers          | 75cm<br>30cm<br>(15cm)<br>(base contact)<br>45cm           | 2 × MW2, TK (1)<br>6 × AP4+/AT4+<br>Small Arms, EA (+3)<br>Assault Wpns, EA (+2), TK (D3)<br>AP4+/AT5+/AA5+   | Fearless, Holofield, Leader, Reinforced Armour, Walker<br>Dam Cap: 6<br>Crit: Holofield destroyed, further crit additional damage point<br>May be armed with one Titan Pulsar and 1 Titan Power Fist or 2 Titan Pulsars. |       |
| Eldar Warlock Titan  | WE   | 25cm  | 5+     | 3+ | 3+                 | Psychic Lance<br><u>and</u><br>Eldar Titan Power Fist<br><u>and</u><br><u>or</u><br>2 × Twin Eldar Missile Launchers | 30cm<br>(15cm)<br>30cm<br>(15cm)<br>(base contact)<br>45cm | 3BP, Disrupt, Ignore Cover, TK (D3)<br>Small Arms, EA (+2), TK (D3)<br>6 × AP4+/AT4+<br>Small Arms, EA (+3)<br>Assault Wpns, EA (+2), TK (D3)<br>AP4+/AT5+/AA5+ | Farsight, Fearless, Holofield, Inspiring, Leader, Reinforced Armour, Walker<br>Dam Cap: 6<br>Crit: Holofield destroyed, further crit additional damage point   |       |

## CODEX CRAFTWORLD ELDAR – YME-LOC 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<br>Twin Bright Lances           | 30cm<br>30cm         | AP4+/AA5+, FFA<br>AT4+/AA5+, Lance, FFA              | -   |       |
| Eldar Phoenix Bomber        | Aircraft   | Fighter Bomber | 5+     | n/a | n/a                | Twin Shuriken Cannons<br>Pulse Laser<br>Spinner Array | 30cm<br>45cm<br>15cm | AP4+/AA5+, FFA<br>2 × AT4+, FFA<br>1BP, Disrupt, FFA | Reinforced Armour                             |       |
| Eldar Wraithship            | Spacecraft | n/a            | n/a    | n/a | n/a                | Orbital Bombardment<br><u>or</u> Pin-point Attack     | n/a<br>n/a           | 4BP, MW<br>MW2+, TK (D3)                             | -   |       |
| Eldar Dragonship            | Spacecraft | n/a            | n/a    | n/a | n/a                | Orbital Bombardment<br><u>or</u> 2 × Pin-point Attack | n/a<br>n/a           | 8BP, MW<br>MW2+, TK (D3)                             | Transport (12 Vampires and transported units) |       |

## YME-LOC ELDAR 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 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.              |
| Large Webway Portal | A large webway portal follows all the rules of a webway portal with the exception that it may be used by Infantry units, light vehicles and armoured vehicles.  |
| May Not Garrison    | Only Eldar Hornet 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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