

IYANDEN CRAFTWORLD LIST v1.8.3

Ghosts fighting to protect the Shrine of Asuryan



The Iyanden Craftworld was once one of the largest and most prosperous of all the remaining Eldar craftworlds. They barely survived an attack by the Tyranid Hive Fleet Kraken, which nearly destroyed the Craftworld and killed four-fifths of its population. On the verge of total annihilation, Iyanden was saved from complete destruction by the exiled Prince Yriel, who had formerly been the High Admiral of the Iyanden fleet. Yriel and his exile pirate raiders, even though previously vowing never to return to Iyanden, could not bear to have their craftworld destroyed and launched an attack on the Tyranid fleet. Taking the final battle to the craftworld itself, Yriel used an ancient artefact spear to slay the Hive Tyrant that led the assault. In doing so, Yriel doomed himself to a slow and painful death due to the psychic artifact being bound to its user and burning their soul. Regardless of his actions, the chances of Iyanden recovering from its losses are slim and their future looks bleak.



Eldar of Iyanden rely much more heavily upon the spirits of the dead to defend them because of their low numbers. Iyanden makes heavy use of undead warriors known as Wraithguard and Wraithlords animated by the souls of their fallen kin. They have specialised psykers called Spiritseers who are trained in aiding the reanimated souls in battle. However, most Eldar see Spiritseers as necromancers, and even the Spiritseers themselves hate disturbing the spirits of the dead. Indeed, on the eve of the attack by Hive Fleet Kraken, Iyanden's leader Farseer Kelmon made the fateful decision to take the spirit stones from their resting places and place them into Wraithbone constructs to take to battle, knowing that they would make the difference in the craftworld's survival.

Spirit Seer				
Type	Speed	Armour	Close Combat	Firefight
Character	N/A	N/A	N/A	N/A
Weapon	Range	Firepower	Notes	
Singing Spear or	(15cm) (Base Contact)	small arms assault weapon	Macro-Weapon, Extra Attack (+1) Macro-Weapon, Extra Attack (+1)	
Notes: Invulnerable Save, Farsight (Note this unit does not count as a Farseer), Spiritseers give +1 init to Spirit Warhost formations they are part of				



Avatar of the Bloody-Handed God				
Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	3+	2+	4+
Weapon	Range	Firepower	Notes	
Wailing Doom	30cm	MW5+	-	
AND	(base contact)	Assault Weapon	Extra Attacks (+1), Macro-Weapon	
Critical Hit Effect: With a ghastly wail the Avatar falls to the ground, twitches and lies still. All Eldar formations with a unit with a line of fire to the Avatar are so shaken by this that they receive a Blast marker.				
Notes: Damage Capacity 3, Commander, Inspiring, Fearless, Invulnerable Save, Walker.				



Using the Iyanden Army List.

Eldar V1.8: The Iyanden list is designed to be used with the changes to the Eldar list suggested in the Biel-Tan Swordwind Eldar Revision v1.8, to aid with ease of use I will outline these changes here.

Units

- 1) Jetbikes save 4+ is reduced to "5+" (page 15)
- 2) Delete "Scout" from Warp Spiders notes section (page 19)
- 3) Wraithguard save increased from 4+ to save "3+", delete "Reinforced Armour" in notes section (page 20)
- 4) Delete "Warp Spiders" from Wave Serpent and Falcon transport options in notes section (page 21)
- 5) Replace Fire Prism's Prism Cannon stat line with "Prism Cannon 60cm AP4+/AT2+ Lance" (page 22)
- 6) Add to Cobra note section of datafax. The Cobra D-cannon Ignore Cover ability only works on WE sized units or larger. Verses all other types of targets the Ignore Cover special ability has no effect. (page 23)
- 7) Replace Revenant titan Pulsars Firepower MW3+ with "Firepower MW4+" (page 26)

Special Rules

- 1) Pulse weapons lose their ability and instead get double the number of shots. All pulse becomes 2x shot weapons (page 11)
- 2) Spirit Stones removed. Eldar players should no longer use the spirit stone rule. (Page 11)

The Living Few: Iyanden suffers with a depleted population which has driven them in times of need raising spirit warriors to fight in their absence. As a result, Iyanden Armies may not have more individual Eldar Guardian Warhosts, Aspect Warrior Troupes, Ranger Troupes, or Windrider Troupes than they have Spirit Warhosts.

IYANDEN CRAFTWORLD ARMY LIST

Iyanden armies have a strategy rating of 4. Iyanden Avatars, Aspect Warriors, Revenants, Phantom Titans and Warlock Titans have an initiative rating of 1+. All other formations have an initiative rating of 2+

☠ : The Living Few, May not have more formations of this type than they have Eldar Spirit Warhosts.

IYANDEN CRAFTWORLD INDIVIDUALS

TYPE	FORMATION	NOTES	COST
0-1 Wraithgate	The Eldar player may choose to replace one of the Objective markers in his 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. <i>Important Note: Wraithgates are one of the smallest type of Webway portal, and may only be used by formations made up exclusively of infantry, light vehicles, and armoured vehicle units that have the Walker ability; formations that include any other type of unit may not use a Wraithgate to enter play</i>	50
0-1 Avatar	You may have one Avatar for free	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 they 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 Supreme Leader	CHOOSE ONE: You may add an Autarch character to any Aspect Warrior unit for +75 pts. OR Replace a Spirit Seer character with a Wraith Seer for +100 pts.	If an Autarch is taken then he counts as one of the Exarchs in the Aspect Warrior formation (see the entry for the Aspect Troupe below). OR If a Wraith Seer is taken then he counts as the army's Supreme Commander with the Supreme Commander ability. The Wraith Seer also now counts as a Farseer in all respects.	75 100

IYANDEN CRAFTWORLD HOSTS

TYPE	FORMATION	NOTES	COST
Eldar Spirit Warhost	A Spirit Warhost consists of 6 Wraithguard units with a Spirit Seer character upgrade on one of the units.	The formation may include three Wraithlord units for +175 points. OR The formation may be mounted in six Wave Serpents for +300 points.	350
☠ Eldar Guardian Warhost	An Eldar Guardian Warhost consists of one Farseer unit and seven Guardian units.	Up to three Guardians may be replaced with Heavy Weapon Platforms at no additional cost 3 Support Weapon Platforms may be added for +50 points 2-3 Wraithguard units may be added for +50 points each 3 Wraithlords may be added for +175 points OR The formation may be mounted in four Wave Serpents for +200 points.	150

IYANDEN CRAFTWORLD TROUPES

FORMATION	NOTES	COST
The army may include up to three troupes chosen from the following list for each Spirit Warhost or Guardian Warhost included in the army. Note there are additional restrictions due to The Living Few rule.	Wraithlord Troupe: Six Wraithlord units for +350 points ☠ Ranger Troupe: From four to eight Eldar Rangers for +25 points each. War Walker Troupe: Six Eldar War Walkers for 200 points ☠ Windrider Troupe: Six Jetbikes for 200 points. Any number of Jetbikes may be replaced with Vypers at no additional cost. Swords of Vaul Troupe: 5-6 Eldar Grav-tanks. May include any mix of Falcons for 50 points each or Fire Prisms for 65 points each; one or two Falcons may be replaced by a Firestorm each for no additional cost Shields of Vaul: Three Eldar Night Spinners for 175 points. Any Nightspinner may be replaced with a Firestorm at no additional cost Engine of Vaul Troupe: Up to three Scorpion, Cobra or Storm Serpent (or any combination of these) for 250 points each. ☠ Aspect Troupe: Four Aspect Warrior units for 150 points chosen from the following list: Dire Avengers, Striking Scorpions, Howling Banshees, Fire Dragons, Warp Spiders, Dark Reapers, Swooping Hawks, Shining Spears. You may include an Exarch character upgrades for +25 points. All units apart from Swooping Hawks, Warp Spiders and Shining Spears may be transported in Wave Serpents and/or Falcons if desired. If you choose to take this option then you must take exactly enough transport vehicles to carry the units that require transport, without any spare transport spaces being 'left over'. Each Wave Serpent taken costs +50 points, and each Falcon taken costs +65 points.	varies

IYANDEN CRAFTWORLD SPACECRAFT, AIRCRAFT & TITANS

FORMATION	NOTES	COST
Up to a third of the armies points may be spent on units chosen from the following list.	0-1 Eldar spacecraft: One Wraithship for 150 points, or one Dragonship for 300 points 0-1 Warlock Titan: One Warlock Titan for 850 points Phantom Titan: One Phantom Titan for 700 points each Revenant Titans: Two Revenant Titans for 600 points Nightwings: Three Nightwing Interceptors for 300 points Phoenix Bombers: Three Phoenix Bombers for 400 points Vampire: One Vampire Raider for 200 points	varies