

## 1750 Pts - Eldar - Blackmoor Wild West Shoot Out Winner

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>HQ: Avatar (1<sup>+</sup>, 155 pts)</b>												
Avatar	1		10	5	6	6	4	6	4	10	3+4	155
(pp.24 & 61 Eldar); <b>Unit Type:</b> Monstrous Creature; Fearless; Daemon; Inspiring; Molten Body; Wailing Doom												
<b>HQ: Eldrad Ulthran (1<sup>+</sup>, 210 pts)</b>												
Eldrad Ulthran	1		5	5	3	4	3	5	1/2	10	-/3(i)	210
(pp.50-51 & 61 Eldar); Psyker; <b>Doom</b> ; <b>Eldritch Storm</b> ; <b>Fortune</b> ; <b>Guide</b> ; <b>Mind War</b> ; Divination; Independent Character; Ghosthelm; Rune Armour; Runes of Warding; Runes of Witnessing; Spirit Stones; Shuriken Pistol; Witchblade; Staff of Ulthamar												
<b>Elite: Fire Dragons (6<sup>+</sup>, 108 pts)</b>												
Fire Dragons	5		4	4	3	3	1	5	1	9	4+	108
(pp.32 & 62 Eldar); Fleet; Fusion Gun; Melta Bombs												
Fire Dragon Exarch	1	-	5	5	3	3	1	6	2	9	3+	[28]
Fleet; Dragon's Breath Flamer; Melta Bombs												
<b>Elite: Harlequin Troupe (8<sup>+</sup>, 238 pts)</b>												
Harlequin Troupe	6		5	4	3	3	1	6	2/3	9	-/5(i)	238
(pp.48-49 & 63 Eldar); Fleet; Flip Belts; Furious Charge; Hit & Run; Holo-Suit; Close Combat Weapon (x1); Harlequins Kiss (x5); Fusion Pistol; Shuriken Pistol (x4); Hallucinogen Grenades												
Shadowseer	1	-	5	4	3	3	1	6	2/3	9	-/5(i)	[52]
Psyker; <b>Veil Of Tears</b> ; Fleet; Flip Belts; Furious Charge; Hit & Run; Holo-Suit; Harlequins Kiss; Shuriken Pistol; Hallucinogen Grenades												
Troupe Master	1	-	5	4	3	3	1	6	3/4	10	-/5(i)	[38]
Fleet; Flip Belts; Furious Charge; Hit & Run; Holo-Suit; Power Weapon; Shuriken Pistol; Hallucinogen Grenades												
<b>Troops: Guardians (10<sup>+</sup>, 110 pts)</b>												
Guardians	10		3	3	3	3	1	4	1	8	5+	110
(p.39 & p.64 Eldar); Fleet; Shuriken Catapult (x10)												
Weapon Platform	1	Grp: -										[30]
Bright Lance												
<b>Troops: Guardians (10<sup>+</sup>, 110 pts)</b>												
Guardians	10		3	3	3	3	1	4	1	8	5+	110
(p.39 & p.64 Eldar); Fleet; Shuriken Catapult (x10)												
Weapon Platform	1	Grp: -										[30]
Bright Lance												
<b>Troops: Guardians (10<sup>+</sup>, 110 pts)</b>												
Guardians	10		3	3	3	3	1	4	1	8	5+	110
(p.39 & p.64 Eldar); Fleet; Shuriken Catapult (x10)												
Weapon Platform	1	Grp: -										[30]
Bright Lance												
<b>Troops: Guardian Jetbike Squadron (4<sup>+</sup>, 124 pts)</b>												
Guardian Jetbike Squadron	3		3	3	3	3/4	1	4	1	8	3+	124
(pp.40 & 64 Eldar); <b>Unit Type:</b> Jetbike Infantry; Turbo-boosters; Eldar Jetbike; Shuriken Cannon (x1); TL Shuriken Catapults (x2)												
Warlock	1	-	4	4	3	3/4	1	4	1	8	3+4	[48]
(pp.27-28 & 60 Eldar); <b>Unit Type:</b> Jetbike Infantry; Psyker; Turbo-boosters; Rune Armour; Eldar Jetbike; Shuriken Pistol; Singing Spear; TL Shuriken Catapults (x1)												
<b>Heavy Support: War Walker Squadron (3<sup>+</sup>, 180 pts)</b>												
War Walker Squadron	1	Grp:										180
Walker; (pp.44 & 66 Eldar); Scouts												
War Walker	1	Grp: -	WS: 3	BS: 3	St: 5	In: 4	At: 2	FA: 10	SA: 10	RA: 10	[60]	
Scatter Laser; Scatter Laser												
War Walker	1	Grp: -	WS: 3	BS: 3	St: 5	In: 4	At: 2	FA: 10	SA: 10	RA: 10	[60]	
Scatter Laser; Scatter Laser												
War Walker	1	Grp: -	WS: 3	BS: 3	St: 5	In: 4	At: 2	FA: 10	SA: 10	RA: 10	[60]	
Scatter Laser; Scatter Laser												



Unit Type	
<b>Unit Type:</b> Jetbike Infantry	Unit Type: Jetbikes (p.54 WH40k) 1.) Move upto 12" over terrian. If end of move is in Diff Terr, do Dangerous Terrain test. Can land on top of Diff Terr, is without cover, and is as tall as the Terr for LOS. Can move though Diff Terr, take test. Get Cover. 2.) Turbo boosters special rule (p.76 WH40k) 3.) Shoot 1 weapon per rider. can Move and fire, RF and Heavy and still assault. 4.) Assault 6" affected by Diff Terr. Eldar Jetbikes: Can move 6" in assault phase. 5.) Fall back 3D6" over terrian. 6.) Increase stat +1T. (not vs Instant death.)
<b>Unit Type:</b> Monstrous Creature	Unit Type: Monstrous Creature (p.51 WH40k) 1) Have Move Through Cover (p. 75 WH40k) 2) Fire two weapons per turn and have Relentless (p. 76 WH40k). 3) Close combat wounds ignore Armour Saves. 4) Armour penetration 2D6+Str
Vehicle Upgrades	
Holo-Field	Opponent Rolls 2D6 on vehicle damage charts, and takes the lowest result. (p.44 Eldar)
Spirit Stones	If crew is "stunned" it turns to "Crew Shaken". (p.44 Eldar)
Star Engines	Adds 12" to the vehicles movement instead of Shooting.Units cannot embark or disembark that turn. (p.44 Eldar)
Vectored Engines	If Immobilised, it instead makes a forced landing as if it had not moved that turn. (p.44 Eldar)
Wargear	
Eldar Jetbike	Unit Type: Jetbike Infantry. Eldar jetbikes come with Twin-Linked Shuriken catapults, and confer a +1T as well as a 3+ armour save to the Rider. (p.40 Eldar) See Jetbikes for more info on movement. (p.54 WH40k)
Ghosthelm	Wearer may ignore perils of the warp on a 3+.(p.26 Eldar)
Holo-Suit	Harlequins use a a sophisticated holo-suit to fragment their image and foil incoming fire and blows from their enemies. They benefit from a 5+ invulnerable save.
Rune Armour	Eldrad's Rune Armour Save is 3+ Invulnerable (p.61 Eldar)
Runes of Warding	Enemy Psykers tests must be taken on 3D6 suffering Perils of the Warp attack on any roll of 12 or above. (p.26 Eldar)
Runes of Witnessing	Can use the RofWitnessing to test for a psyker test roll 3D6 discard the highest die. (p.26 Eldar)
Spirit Stones	Allows Psyker to use another power in the turn. You may not use the same one. (p.26 Eldar)
Weapons	
Bright Lance	36" Range; S8; AP2; Heavy 1, Lance
Close Combat Weapon	If used with another close combat weapon, +1 attack in close combat.
Dragon's Breath Flamer	Range: Template; S5; AP4, Assault 1
Fusion Gun	12" Range; S8; AP1; Assault 1; Melta
Fusion Pistol	6" Range; S8; AP1; Pistol, Melta
Hallucinogen Grenades	Negate the effects of cover in close combat. (p.39 WH40k)
Harlequins Kiss	CCW with Rending special close combat attack (p.46 WH40k)
Melta Bombs	One attack with 8+2D6 AP (exceptions apply p72 WH40K)
Missile Launcher	48" Range; S8; AP3; Heavy 1 or S4; AP4; Heavy 1, Blast, Pinning
Power Weapon	Ignores armour saves in close combat (p42 WH40K 5E)
Pulse Laser	48" Range; S8; AP2; Heavy 2 (p.42 Eldar)
Scatter Laser	36" Range; S6; AP6; Heavy 4
Shuriken Cannon	24" Range; S6; AP5; Assault 3
Shuriken Catapult	12" Range; S4; AP5; Assault 2
Shuriken Pistol	12" Range; S4; AP5; Pistol
Singing Spear	12" Range; Sx; AP6; Assault 1; Wounds on 2+; S9 vs Vehicles; Twohanded. (p.27 Eldar)
Staff of Ulthamar	May be used in one of 2 ways per turn: First: Allows Eldrad to use another Pysker power (even one already used) when not ingaged in Combat. Second: Allows Eldrad to always wound on 2+ in Close Combat. Attacks also ignore Armor Saves. (p.51 Eldar)
TL Shuriken Catapults	12" Range; S4; AP5; Assault 2, Twin Linked
Wailing Doom	12" Range; S8; AP1; Assault 1, Melta
Witchblade	Wounds on 2+; Against Vehicles S9+D6 AP. (p.42 WH40K )

### Roster Statistics

% Elite: 19.8

% Fast: 0.0

% Heavy: 33.4

% HQ: 20.9

Model Count: 57  
% Troops: 25.9  
% Wargear: 0.0  
Files version: 1.05