

1850 Pts - Eldar - 1st Overall Champion Tony Kopach Nova 2014

	Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
HQ: Autarch (1 ⚔, 70 pts)													
	Autarch	1		6	6	3	3	3	6	3	10	3+/4(i)	70
(C:E, pp.27 & 94); Infantry (Character); Heavy Aspect Armour; Shuriken Pistol; Haywire Grenades; Plasma Grenades; Forceshield; Warlord ; Ancient Doom; Battle Focus; Fleet; Independent Character; The Path of Strategy													
Elite: Fire Dragons (6 ⚔, 250 pts)													
	Fire Dragons	5		4	4	3	3	1	5	1	9	3+	250
(C:E, pp. 34 & 98); Infantry ; Heavy Aspect Armour; Fusion Gun; Melta Bombs; Ancient Doom; Battle Focus; Fleet													
	Wave Serpent	1	Grp: - BS: 4 FA: 12 SA: 12 RA: 10 HP: 3										[140]
(C:E, pp. 45 & 97); Vehicle (Tank, Fast, Skimmer, Transport); 12 model capacity; TL Scatter Lasers; Shuriken Cannon; Serpent Shield; Ghostwalk Matrix; Jink; Move Through Cover													
Elite: Fire Dragons (6 ⚔, 250 pts)													
	Fire Dragons	5		4	4	3	3	1	5	1	9	3+	250
(C:E, pp. 34 & 98); Infantry ; Heavy Aspect Armour; Fusion Gun; Melta Bombs; Ancient Doom; Battle Focus; Fleet													
	Wave Serpent	1	Grp: - BS: 4 FA: 12 SA: 12 RA: 10 HP: 3										[140]
(C:E, pp. 45 & 97); Vehicle (Tank, Fast, Skimmer, Transport); 12 model capacity; TL Scatter Lasers; Shuriken Cannon; Serpent Shield; Ghostwalk Matrix; Jink; Move Through Cover													
Troops: Dire Avengers (6 ⚔, 205 pts)													
	Dire Avengers	5		4	4	3	3	1	5	1	9	4+	205
(C:E, pp. 31 & 96); Infantry ; Aspect Armour; Avenger Shuriken Catapult; Plasma Grenades; Ancient Doom; Battle Focus; Counter-attack; Fleet													
	Wave Serpent	1	Grp: - BS: 4 FA: 12 SA: 12 RA: 10 HP: 3										[140]
(C:E, pp. 45 & 97); Vehicle (Tank, Fast, Skimmer, Transport); 12 model capacity; TL Scatter Lasers; Shuriken Cannon; Serpent Shield; Ghostwalk Matrix; Jink; Move Through Cover													
Troops: Dire Avengers (6 ⚔, 205 pts)													
	Dire Avengers	5		4	4	3	3	1	5	1	9	4+	205
(C:E, pp. 31 & 96); Infantry ; Aspect Armour; Avenger Shuriken Catapult; Plasma Grenades; Ancient Doom; Battle Focus; Counter-attack; Fleet													
	Wave Serpent	1	Grp: - BS: 4 FA: 12 SA: 12 RA: 10 HP: 3										[140]
(C:E, pp. 45 & 97); Vehicle (Tank, Fast, Skimmer, Transport); 12 model capacity; TL Scatter Lasers; Shuriken Cannon; Serpent Shield; Ghostwalk Matrix; Jink; Move Through Cover													
Troops: Dire Avengers (6 ⚔, 205 pts)													
	Dire Avengers	5		4	4	3	3	1	5	1	9	4+	205
(C:E, pp. 31 & 96); Infantry ; Aspect Armour; Avenger Shuriken Catapult; Plasma Grenades; Ancient Doom; Battle Focus; Counter-attack; Fleet													
	Wave Serpent	1	Grp: - BS: 4 FA: 12 SA: 12 RA: 10 HP: 3										[140]
(C:E, pp. 45 & 97); Vehicle (Tank, Fast, Skimmer, Transport); 12 model capacity; TL Scatter Lasers; Shuriken Cannon; Serpent Shield; Ghostwalk Matrix; Jink; Move Through Cover													
Fast Attack: Swooping Hawks (6 ⚔, 96 pts)													
	Swooping Hawks	6		4	4	3	3	1	5	1	9	4+	96
(C:E, pp. 35 & 100); Infantry; Jump Units ; Aspect Armour; Lasblaster; Grenade Pack; Haywire Grenades; Plasma Grenades; Swooping Hawk Wings; Bulky; Deep Strike; Ancient Doom; Battle Focus; Fleet; Herald of Victory; Skyleap													
Fast Attack: Swooping Hawks (6 ⚔, 96 pts)													
	Swooping Hawks	6		4	4	3	3	1	5	1	9	4+	96
(C:E, pp. 35 & 100); Infantry; Jump Units ; Aspect Armour; Lasblaster; Grenade Pack; Haywire Grenades; Plasma Grenades; Swooping Hawk Wings; Bulky; Deep Strike; Ancient Doom; Battle Focus; Fleet; Herald of Victory; Skyleap													

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Heavy Support: Wraithknight (1 $\frac{1}{2}$, 240 pts)												
Wraithknight	1		4	4	10	8	6	5	4	10	3+	240
(C:E, pp. 51 & 103); Monstrous Creature ; Jump Units ; Heavy Wraithcannon (x2); Bulky; Deep Strike; Fear; Hammer of Wrath; Move Through Cover; Relentless; Smash; Ancient Doom; Fearless												
Heavy Support: Night Spinner (1 $\frac{1}{2}$, 115 pts)												
Night Spinner	1	Grp:	BS: 4 FA: 12 SA: 12 RA: 10 HP: 3									115
(C:E, pp. 45 & 102); Vehicle (Fast, Skimmer, Tank); Doomweaver; TL Shuriken Catapults; Jink												
Heavy Support: Night Spinner (1 $\frac{1}{2}$, 115 pts)												
Night Spinner	1	Grp:	BS: 4 FA: 12 SA: 12 RA: 10 HP: 3									115
(C:E, pp. 45 & 102); Vehicle (Fast, Skimmer, Tank); Doomweaver; TL Shuriken Catapults; Jink												
											Total Cost:	1847

Option Footnotes	
Warlord Traits	
Warlord	See WH40k, pg. 111.
Special Rules	
Ancient Doom	See C:E, pg. 25.
Battle Focus	See C:E, pg. 25.
Bulky	Bulky (see WH40k, pg. 35).
Counter-attack	Counter-attack (see WH40k, pg. 35).
Deep Strike	Deep Strike (see WH40k, pg. 36).
Fear	Fear (see WH40k, pg. 35).
Fearless	Fearless (see WH40k, pg. 35).
Fleet	Fleet (see WH40k, pg. 35).
Hammer of Wrath	Hammer of Wrath (see WH40k, pg. 37).
Herald of Victory	See C:E, pg. 35.
Independent Character	Independent Character (see WH40k, pg. 39).
Jink	Jink (see WH40k, pg. 38).
Move Through Cover	Move Through Cover (see WH40k, pg. 40).
Relentless	Relentless (see WH40k, pg. 41).
Skyleap	See C:E, pg. 35.
Smash	Smash (see WH40k, pg. 42).
The Path of Strategy	See C:E, pg. 27.
Unit Type	
Infantry	Infantry (see WH40k, pg. 44).
Infantry (Character)	Infantry (Character) (see WH40k, pgs. 44, 63)
Jump Units	Jump Units (see WH40k, pg. 47).
Monstrous Creature	Monstrous Creature (see WH40k, pg. 48).
Vehicle (Fast, Skimmer, Tank)	Vehicle (Skimmer, Tank, Fast) (see WH40k, pgs. 83, 85-86).
Vehicle (Tank, Fast, Skimmer, Transport)	Vehicle (Skimmer, Tank, Fast, Transport) (see WH40k, pgs. 78, 83, 85-86).
Vehicle Upgrades	
Ghostwalk Matrix	See C:E, pg. 67.
Serpent Shield	60"R, S7, AP -, Assault D6+1, Pinning, Ignores Cover (C:E, pg. 67).
Wargear	
Aspect Armour	See C:E, pg. 65.
Heavy Aspect Armour	See C:E, pg. 65.
Swooping Hawk Wings	See C:E, pg. 67.
Weapons	
Avenger Shuriken Catapult	18"R; S4; AP5; Assault 2, Bladestorm (C:E, pg. 30).
Doomweaver	48"R, S7, AP6, Heavy 1, Barrage, Large Blast, Monofilament, Pinning; Template, S7, AP6, Heavy 1, Monofilament, Torrent (C:E, pg. 63).
Fusion Gun	12"R; S8; AP1; Assault 1; Melta (C:E, pg. 62).
Grenade Pack	24"R, S4, AP4, Assault 1, Ignores Cover, Skyburst (C:E, pg. 66).

Haywire Grenades	8"R; S 2; AP -; Assault 1, Haywire (WH40k, pg. 62).
Heavy Wraithcannon	36"R; S10; AP2; Assault 1, Distort (C:E, pg. 62).
Lasblaster	24"R; S3; AP5; Assault 3 (C:E, pg. 35).
Melta Bombs	S 8; AP 1; Armourbane, Unwieldy (see WH40k, pg. 62).
Plasma Grenades	See WH40k, pg. 62.
Shuriken Cannon	24"R; S6; AP5; Assault 3, Bladestorm (C:E, pg 63).
Shuriken Pistol	12"R; S4; AP5; Pistol, Bladestorm (C:E, pg 63).
TL Scatter Lasers	36"R; S6; AP6; Heavy 4, Laser Lock, Twin Linked (C:E, pg 62).
TL Shuriken Catapults	12"R; S4; AP5; Assault 2, Bladestorm, Twin Linked (C:E, pg 68).