

# 1850 Pts - Eldar - Iyanden - 2nd Overall Thomas Donslund Nova Open 2014

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>HQ: Farseer (1 ⚔, 170 pts)</b>												
Farseer	1	☠	5	5	3	3/4	3	5	1/2	10	3+/4(i)	170
(C:E, pp. 28 & 95); <b>Eldar Jetbike</b> ; <b>Character</b> ; Rune Armour; Witchblade; Ghosthelm; Eldar Jetbike; TL Shuriken Catapults (x1); The Spirit Stone of Anath'Ian; Shard of Anaris; Hammer of Wrath; Jink; Relentless; <b>Warlord</b> ; Ancient Doom; Battle Focus; Fearless; Independent Character; Psyker (Mastery Level 3); The Spirit Stone of Anath'Ian; Shard of Anaris												
<b>HQ: Spiritseer (1 ⚔, 70 pts)</b>												
Spiritseer	1	☠	5	5	3	3	2	5	1/2	9	-/4(i)	70
(C:E, pp. 98 & 95); <b>Infantry</b> (Character); Rune Armour; Shuriken Pistol; Witch Staff; Ancient Doom; Battle Focus; Fleet; Independent Character; Psyker (Mastery Level 2); Spirit Mark												
<b>HQ: Spiritseer (1 ⚔, 70 pts)</b>												
Spiritseer	1	☠	5	5	3	3	2	5	1/2	9	-/4(i)	70
(C:E, pp. 98 & 95); <b>Infantry</b> (Character); Rune Armour; Shuriken Pistol; Witch Staff; Ancient Doom; Battle Focus; Fleet; Independent Character; Psyker (Mastery Level 2); Spirit Mark												
<b>HQ: Spiritseer (1 ⚔, 70 pts)</b>												
Spiritseer	1	☠	5	5	3	3	2	5	1/2	9	-/4(i)	70
(C:E, pp. 98 & 95); <b>Infantry</b> (Character); Rune Armour; Shuriken Pistol; Witch Staff; Ancient Doom; Battle Focus; Fleet; Independent Character; Psyker (Mastery Level 2); Spirit Mark												
<b>HQ: Spiritseer (1 ⚔, 70 pts)</b>												
Spiritseer	1	☠	5	5	3	3	2	5	1/2	9	-/4(i)	70
(C:E, pp. 98 & 95); <b>Infantry</b> (Character); Rune Armour; Shuriken Pistol; Witch Staff; Ancient Doom; Battle Focus; Fleet; Independent Character; Psyker (Mastery Level 2); Spirit Mark												
<b>Troops: Windrider Jetbike Squad (3 ⚔, 51 pts)</b>												
Windrider Jetbike Squad	3	🚀	4	4	3	3/4	1	5	1	8	3+	51
(C:E, pp. 41 & 97); <b>Eldar Jetbike</b> ; Mesh Armour; Eldar Jetbike; TL Shuriken Catapults (x3); Hammer of Wrath; Jink; Relentless; Ancient Doom; Battle Focus												
<b>Troops: Windrider Jetbike Squad (3 ⚔, 51 pts)</b>												
Windrider Jetbike Squad	3	🚀	4	4	3	3/4	1	5	1	8	3+	51
(C:E, pp. 41 & 97); <b>Eldar Jetbike</b> ; Mesh Armour; Eldar Jetbike; TL Shuriken Catapults (x3); Hammer of Wrath; Jink; Relentless; Ancient Doom; Battle Focus												
<b>Troops: Dire Avengers (6 ⚔, 185 pts)</b>												
Dire Avengers	5	🚀	4	4	3	3	1	5	1	9	4+	185
(C:E, pp. 31 & 96); <b>Infantry</b> ; 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										[120]
(C:E, pp. 45 & 97); <b>Vehicle</b> (Tank, Fast, Skimmer, Transport); <b>12 model</b> capacity; TL Scatter Lasers; TL Shuriken Catapults; Serpent Shield; Jink												
<b>Troops: Dire Avengers (6 ⚔, 185 pts)</b>												
Dire Avengers	5	🚀	4	4	3	3	1	5	1	9	4+	185
(C:E, pp. 31 & 96); <b>Infantry</b> ; 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										[120]
(C:E, pp. 45 & 97); <b>Vehicle</b> (Tank, Fast, Skimmer, Transport); <b>12 model</b> capacity; TL Scatter Lasers; TL Shuriken Catapults; Serpent Shield; Jink												
<b>Heavy Support: Wraithknight (1 ⚔, 240 pts)</b>												
Wraithknight	1	👹	4	4	10	8	6	5	4	10	3+	240
(C:E, pp. 51 & 103); <b>Monstrous Creature</b> ; <b>Jump Units</b> ; Heavy Wraithcannon (x2); Bulky; Deep Strike; Fear; Hammer of Wrath; Move Through Cover; Relentless; Smash; Ancient Doom; Fearless												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>Heavy Support: Wraithknight (1 ⚔, 240 pts)</b>												
Wraithknight	1	☞	4	4	10	8	6	5	4	10	3+	240
(C:E, pp. 51 & 103); <b>Monstrous Creature</b> ; <b>Jump Units</b> ; Heavy Wraithcannon (x2); Bulky; Deep Strike; Fear; Hammer of Wrath; Move Through Cover; Relentless; Smash; Ancient Doom; Fearless												
<b>HQ: Baron Sathonyx (1 ⚔, 105 pts)</b>												
Baron Sathonyx (HQ) [DE]	1		6	6	3/4	3	2	6	3/4	9	5+/2(i)	105
(C:DE, pg. 48); <b>Jump Units</b> ; Fleet; Night Vision; Power from Pain; Independent Character; Hit & Run; Master of the Skies; Hellglaive; Splinter Pistol; Wychsuit; Bones of the Seer; Custom Skyboard; Twilight Shroud; Phantasm Grenade Launcher; Shadow Field; Splinter Pod (x1); Bulky; Deep Strike												
<b>Troops: Kabalite Warriors (5 ⚔, 45 pts)</b>												
Kabalite Warriors (Troops) [DE]	5		4	4	3	3	1	5	1	8	5+	45
(C:DE, pg. 89); <b>Infantry</b> ; Fleet; Night Vision; Power from Pain; Splinter Rifle (x5); Kabalite Armour												
<b>Fast Attack: Beastmasters (24 ⚔, 294 pts)</b>												
Beastmasters (Fast) [DE]	5		4	4	3	3	1	6	1	8	5+	294
(C:DE, pg. 90); <b>Beasts</b> ; Night Vision; Power from Pain; Wychsuit; Skyboard; Close Combat Weapon (x5); Splinter Pod (x5); Fleet; Move Through Cover												
Khymerae [DE]	17		4	0	4	3	1	6	3	5	6+/4(i)	[204]
Night Vision; Invulnerable Save (4+)												
Razorwing Flocks [DE]	2		4	0	3	3	5	5	5	5	6+	[30]
Night Vision; Whirlwind of Blades												
<b>Total Cost:</b>												<b>1846</b>

#### Option Footnotes

Warlord Traits	
<b>Warlord</b>	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).
Hit & Run	Hit & Run (see WH40k, pg. 38).
Independent Character	Independent Character (see WH40k, pg. 39).
Jink	Jink (see WH40k, pg. 38).
Master of the Skies	See C:DE, pg. 48.
Move Through Cover	Move Through Cover (see WH40k, pg. 40).
Night Vision	Night Vision (see WH40k, pg. 40).
Psyker (Mastery Level 2)	Psyker (see WH40k, pg. 41).
Psyker (Mastery Level 3)	Psyker (see WH40k, pg. 41).
Relentless	Relentless (see WH40k, pg. 41).
Smash	Smash (see WH40k, pg. 42).
Spirit Mark	See C:E, pg. 29.
Whirlwind of Blades	Rendering (see WH40k, pg. 41).
Unit Type	
<b>Beasts</b>	Beasts (see WH40k, pg. 48).
<b>Character</b>	Character (see WH40k, pg. 63).
<b>Eldar Jetbike</b>	See WH40k, pg. 45.
<b>Infantry</b>	Infantry (see WH40k, pg. 44).
<b>Infantry (Character)</b>	Infantry (Character) (see WH40k, pgs. 44, 63)
<b>Jump Units</b>	Jump Units (see WH40k, pg. 47).
<b>Monstrous Creature</b>	Monstrous Creature (see WH40k, pg. 48).
<b>Vehicle (Tank, Fast, Skimmer, Transport)</b>	Vehicle (Skimmer, Tank, Fast, Transport) (see WH40k, pgs. 78, 83, 85-86).

Vehicle Upgrades	
Serpent Shield	60"R, S7, AP -, Assault D6+1, Pinning, Ignores Cover (C:E, pg. 67).
Wargear	
Aspect Armour	See C:E, pg. 65.
Bones of the Seer	See C:DE, pg. 48.
Close Combat Weapon	S User; AP - ; Melee.
Custom Skyboard	See C:DE, pg. 48.
Eldar Jetbike	See WH40k, pg. 45.
Ghosthelm	See C:E, pg. 66.
Hellglaive	See C:DE, pg. 28.
Kabalite Armour	Confers a 5+ Armour Save.
Mesh Armour	See C:E, pg. 65.
Phantasm Grenade Launcher	See C:DE, pg. 58.
Shadow Field	See C:DE, pg. 62.
Shard of Anaris	S+2, AP -, Melee, Rending, Vaul's Work (C:E, pg. 69).
Skyboard	See C:DE, pg. 60.
Splinter Pistol	12"R; SX; AP5; Pistol, Poisoned (4+) (see C:DE, pg. 58).
Splinter Pod	18"R, S X, AP5, Assault 2, Poisoned (4+) (see C:DE, pg. 56).
Splinter Rifle	24"R, S X, AP5, Rapid Fire, Poisoned (4+) (see C:DE, pg. 58).
The Spirit Stone of Anath'lan	See C:E, pg. 69.
Twilight Shroud	See C:DE, pg. 48.
Wychsuit	See C:DE, pg. 62.
Weapons	
Avenger Shuriken Catapult	18"R; S4; AP5; Assault 2, Bladestorm (C:E, pg. 30).
Heavy Wraithcannon	36"R; S10; AP2; Assault 1, Distort (C:E, pg. 62).
Plasma Grenades	See WH40k, pg. 62.
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).
Witch Staff	S User, AP -, Melee, Armourbane, Fleshbane, Soul Blaze (C:E, pg. 65).
Witchblade	S User, AP -, Melee, Armourbane, Fleshbane (BRB, pg. 61).