









1850 Pts - Eldar - 6th Overall Zach Pawlikowski Nova Open 2014

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
HQ: Autarch (1 ⚔, 80 pts)												
Autarch	1		6	6	3	3	3	6	3	10	3+/4(i)	80
(C:E, pp.27 & 94); Infantry (Character); Heavy Aspect Armour; Shuriken Pistol; Haywire Grenades; Plasma Grenades; Forceshield; Fusion Gun; Warlord ; Ancient Doom; Battle Focus; Fleet; Independent Character; The Path of Strategy												
Elite: Fire Dragons (6 ⚔, 240 pts)												
Fire Dragons	5		4	4	3	3	1	5	1	9	3+	240
(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										[130]
(C:E, pp. 45 & 97); Vehicle (Tank, Fast, Skimmer, Transport); 12 model capacity; TL Scatter Lasers; Shuriken Cannon; Serpent Shield; Jink												
Elite: Fire Dragons (6 ⚔, 240 pts)												
Fire Dragons	5		4	4	3	3	1	5	1	9	3+	240
(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										[130]
(C:E, pp. 45 & 97); Vehicle (Tank, Fast, Skimmer, Transport); 12 model capacity; TL Scatter Lasers; Shuriken Cannon; Serpent Shield; Jink												
Troops: Dire Avengers (6 ⚔, 195 pts)												
Dire Avengers	5		4	4	3	3	1	5	1	9	4+	195
(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										[130]
(C:E, pp. 45 & 97); Vehicle (Tank, Fast, Skimmer, Transport); 12 model capacity; TL Scatter Lasers; TL Shuriken Catapults; Serpent Shield; Ghostwalk Matrix; Jink; Move Through Cover												
Troops: Dire Avengers (6 ⚔, 195 pts)												
Dire Avengers	5		4	4	3	3	1	5	1	9	4+	195
(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										[130]
(C:E, pp. 45 & 97); Vehicle (Tank, Fast, Skimmer, Transport); 12 model capacity; TL Scatter Lasers; TL Shuriken Catapults; Serpent Shield; Ghostwalk Matrix; Jink; Move Through Cover												
Troops: Dire Avengers (6 ⚔, 185 pts)												
Dire Avengers	5		4	4	3	3	1	5	1	9	4+	185
(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										[120]
(C:E, pp. 45 & 97); Vehicle (Tank, Fast, Skimmer, Transport); 12 model capacity; TL Scatter Lasers; TL Shuriken Catapults; Serpent Shield; Jink												
Troops: Dire Avengers (6 ⚔, 185 pts)												
Dire Avengers	5		4	4	3	3	1	5	1	9	4+	185
(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										[120]
(C:E, pp. 45 & 97); Vehicle (Tank, Fast, Skimmer, Transport); 12 model capacity; TL Scatter Lasers; TL Shuriken Catapults; Serpent Shield; Jink												
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
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; Sky leap												
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; Sky leap												
Heavy Support: Wraithknight (1 ⚔, 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												
											Total Cost:	1848

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).
Sky leap	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 (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).
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).