

1850 Pts - Eldar - 8th Overall Frankie Giampapa Nova Open 2014

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
HQ: Asdrubael Vect (1 ⚔, 240 pts)												
Asdrubael Vect	1		8	8	3	3	4	8	5/6	10	4+/2(i)	240
(C:DE, pg. 55); Infantry ; Fleet; Night Vision; Power from Pain; Independent Character; Fearless; Master Tactician; Ancient Nemesis; Ghostplate Armour; Haywire Grenades; Plasma Grenades; Shadow Field; Splinter Pistol; Obsidian Orbs; Scepter of the Dark City; Warlord												
Troops: Kabalite Warriors (6 ⚔, 125 pts)												
Kabalite Warriors	5		4	4	3	3	1	5	1	8	5+	125
(C:DE, pg. 89); Infantry ; Fleet; Night Vision; Power from Pain; Splinter Rifle (x4); Kabalite Armour; Blaster (x1)												
Venom	1	Grp: - BS: 4 FA: 10 SA: 10 RA: 10 HP: 2										[65]
(C:DE, pg. 91); Vehicle (Fast, Open-topped, Skimmer); 5 model capacity; Night Vision; Splinter Cannons (x2); Flickerfield; Jink												
Troops: Kabalite Warriors (6 ⚔, 110 pts)												
Kabalite Warriors	5		4	4	3	3	1	5	1	8	5+	110
(C:DE, pg. 89); Infantry ; Fleet; Night Vision; Power from Pain; Splinter Rifle (x5); Kabalite Armour												
Venom	1	Grp: - BS: 4 FA: 10 SA: 10 RA: 10 HP: 2										[65]
(C:DE, pg. 91); Vehicle (Fast, Open-topped, Skimmer); 5 model capacity; Night Vision; Splinter Cannons (x2); Flickerfield; Jink												
Troops: Kabalite Warriors (6 ⚔, 110 pts)												
Kabalite Warriors	5		4	4	3	3	1	5	1	8	5+	110
(C:DE, pg. 89); Infantry ; Fleet; Night Vision; Power from Pain; Splinter Rifle (x5); Kabalite Armour												
Venom	1	Grp: - BS: 4 FA: 10 SA: 10 RA: 10 HP: 2										[65]
(C:DE, pg. 91); Vehicle (Fast, Open-topped, Skimmer); 5 model capacity; Night Vision; Splinter Cannons (x2); Flickerfield; Jink												
Troops: Kabalite Warriors (6 ⚔, 110 pts)												
Kabalite Warriors	5		4	4	3	3	1	5	1	8	5+	110
(C:DE, pg. 89); Infantry ; Fleet; Night Vision; Power from Pain; Splinter Rifle (x5); Kabalite Armour												
Venom	1	Grp: - BS: 4 FA: 10 SA: 10 RA: 10 HP: 2										[65]
(C:DE, pg. 91); Vehicle (Fast, Open-topped, Skimmer); 5 model capacity; Night Vision; Splinter Cannons (x2); Flickerfield; Jink												
Troops: Kabalite Warriors (6 ⚔, 110 pts)												
Kabalite Warriors	5		4	4	3	3	1	5	1	8	5+	110
(C:DE, pg. 89); Infantry ; Fleet; Night Vision; Power from Pain; Splinter Rifle (x5); Kabalite Armour												
Venom	1	Grp: - BS: 4 FA: 10 SA: 10 RA: 10 HP: 2										[65]
(C:DE, pg. 91); Vehicle (Fast, Open-topped, Skimmer); 5 model capacity; Night Vision; Splinter Cannons (x2); Flickerfield; Jink												
Troops: Kabalite Warriors (6 ⚔, 110 pts)												
Kabalite Warriors	5		4	4	3	3	1	5	1	8	5+	110
(C:DE, pg. 89); Infantry ; Fleet; Night Vision; Power from Pain; Splinter Rifle (x5); Kabalite Armour												
Venom	1	Grp: - BS: 4 FA: 10 SA: 10 RA: 10 HP: 2										[65]
(C:DE, pg. 91); Vehicle (Fast, Open-topped, Skimmer); 5 model capacity; Night Vision; Splinter Cannons (x2); Flickerfield; Jink												
Heavy Support: Ravager (1 ⚔, 125 pts)												
Ravager	1		Grp: BS: 4 FA: 11 SA: 11 RA: 10 HP: 3									125
(C:DE, pg. 92); Vehicle (Fast, Open-topped, Skimmer); Night Vision; Aerial Assault; Dark Lance (x3); Night Shields; Flickerfield; Jink												
Heavy Support: Ravager (1 ⚔, 125 pts)												
Ravager	1		Grp: BS: 4 FA: 11 SA: 11 RA: 10 HP: 3									125
(C:DE, pg. 92); Vehicle (Fast, Open-topped, Skimmer); Night Vision; Aerial Assault; Dark Lance (x3); Night Shields; Flickerfield; Jink												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Heavy Support: Ravager (1 ⚔, 125 pts)												
Ravager	1	Grp: ⚔	BS: 4	FA: 11	SA: 11	RA: 10	HP: 3					125
(C:DE, pg. 92); Vehicle (Fast, Open-topped, Skimmer); Night Vision; Aerial Assault; Dark Lance (x3); Night Shields; Flickerfield; Jink												
HQ: Farseer (1 ⚔, 100 pts)												
Farseer (HQ) [EL]	1		5	5	3	3	3	5	1/2	10	-4(i)	100
(C:E, pp. 28 & 95); Infantry (Character); Rune Armour; Shuriken Pistol; Witchblade; Ghosthelm; Ancient Doom; Battle Focus; Fleet; Independent Character; Psyker (Mastery Level 3)												
Troops: Guardian Defenders (20 ⚔, 220 pts)												
Guardian Defenders (Troops) [EL]	20		4	4	3	3	1	5	1	8	5+	220
(C:E, pp. 40 & 96); Infantry ; Mesh Armour; Shuriken Catapult; Plasma Grenades; Ancient Doom; Battle Focus; Fleet												
Heavy Weapon Platform [EL]	2	Grp: -	To: 5	Wo: 1	Save: 3+							[40]
Bright Lance (x2)												
Heavy Support: Wraithknight (1 ⚔, 240 pts)												
Wraithknight (Heavy) [EL]	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:	1850

Option Footnotes

Warlord Traits	
Warlord	See WH40k, pg. 111.
Special Rules	
Aerial Assault	May fire all of its weapons when traveling at Cruising speed.
Ancient Doom	See C:E, pg. 25.
Ancient Nemesis	See C:DE, pg. 55.
Battle Focus	See C:E, pg. 25.
Bulky	Bulky (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).
Independent Character	Independent Character (see WH40k, pg. 39).
Jink	Jink (see WH40k, pg. 38).
Master Tactician	See C:DE, pg. 55.
Move Through Cover	Move Through Cover (see WH40k, pg. 40).
Night Vision	Night Vision (see WH40k, pg. 40).
Psyker (Mastery Level 3)	Psyker (see WH40k, pg. 41).
Relentless	Relentless (see WH40k, pg. 41).
Smash	Smash (see WH40k, pg. 42).
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, Open-topped, Skimmer)	Vehicle (Fast, Open-topped, Skimmer) (see WH40k, pp. 82-83)
Wargear	
Blaster	18"R, S8, AP2, Assault 1, Lance (see C:DE, pg. 56).
Dark Lance	36" Range; S8; AP2; Heavy 1; Lance (see C:DE, pg. 56).
Flickerfield	See C:DE, pg. 63.
Ghosthelm	See C:E, pg. 66.
Ghostplate Armour	See C:DE, pg. 62.
Haywire Grenades	See WH40k, pg. 37.
Kabalite Armour	Confers a 5+ Armour Save.

Mesh Armour	See C:E, pg. 65.
Night Shields	See C:DE, pg. 63.
Obsidian Orbs	12"R, S10*, AP3, Assault 1, Blast (see C:DE, pg. 55).
Plasma Grenades	See WH40k, pg. 62.
Scepter of the Dark City	See C:DE, pg. 55.
Shadow Field	See C:DE, pg. 62.
Splinter Cannon	36"R, S X, AP5, Assault 4 or Heavy 6*, Poisoned (4+) (see C:DE, pg. 58).
Splinter Cannons (x2)	36"R, S X, AP5, Assault 4 or Heavy 6*, Poisoned (4+) (see C:DE, pg. 58).
Splinter Pistol	12"R; SX; AP5; Pistol, Poisoned (4+) (see C:DE, pg. 58).
Splinter Rifle	24"R, S X, AP5, Rapid Fire, Poisoned (4+) (see C:DE, pg. 58).
Weapons	
Bright Lance	36"R; S8; AP2; Heavy 1, Lance (C:E, pg. 62).
Heavy Wraithcannon	36"R; S10; AP2; Assault 1, Distort (C:E, pg. 62).
Plasma Grenades	See WH40k, pg. 62.
Shuriken Catapult	12"R; S4; AP5; Assault 2, Bladestorm (C:E, pg 63).
Shuriken Pistol	12"R; S4; AP5; Pistol, Bladestorm (C:E, pg 63).
Witchblade	S User, AP -, Melee, Armourbane, Fleshbane (BRB, pg. 61).

Roster Design Information

Power from Pain : Pain tokens grant increasing powers (see Codex: Dark Eldar, pg. 25).

1+ Feel No Pain, 2+ Furious Charge, 3+ Fearless.