

1850 Pts - Eldar - Tyler DeVries 3rd Overall Las Vegas Open 2015

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Combined Arms Detachment (42 1833 pts)												
Spiritseer	1		5	5	3	3	2	5	1/2	9	-/4(i)	70
(C:E, pp. 98 & 95); Infantry (Character); Rune Armour; Shuriken Pistol; Witch Staff; Warlord ; Ancient Doom; Battle Focus; Fleet; Independent Character; Psyker (Mastery Level 2); Spirit Mark												
Farseer	1		5	5	3	3/4	3	5	1/2	10	3+/4(i)	135
(C:E, pp. 28 & 95); Eldar Jetbike ; Character ; Rune Armour; Shuriken Pistol; Ghosthelm; Runes of Witnessing; Eldar Jetbike; Singing Spear; TL Shuriken Catapults (x1); Hammer of Wrath; Jink; Relentless; Ancient Doom; Battle Focus; Independent Character; Psyker (Mastery Level 3)												
Warlock Council	1	Grp:										55
(C:E, 29 & 95)												
Warlock	1	-	4	4	3	3/4	1	5	1/2	8	3+/4(i)	[55]
Eldar Jetbike ; Rune Armour; Shuriken Pistol; Singing Spear; Eldar Jetbike; TL Shuriken Catapults (x1); Hammer of Wrath; Jink; Relentless; Ancient Doom; Battle Focus; Psyker (Mastery Level 1)												
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	Save: -				[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												
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	Save: -				[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												
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	Save: -				[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												
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	Save: -				[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												
Windrider Jetbike Squad	3		4	4	3	3/4	1	5	1	8	3+	51
(C:E, pp. 41 & 97); Eldar Jetbike ; Mesh Armour; Eldar Jetbike; TL Shuriken Catapults (x3); Hammer of Wrath; Jink; Relentless; Ancient Doom; Battle Focus												
Windrider Jetbike Squad	3		4	4	3	3/4	1	5	1	8	3+	51
(C:E, pp. 41 & 97); Eldar Jetbike ; Mesh Armour; Eldar Jetbike; TL Shuriken Catapults (x3); Hammer of Wrath; Jink; Relentless; Ancient Doom; Battle Focus												
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												
Lynx (IA)	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 11	HP: 6	Void Shld: -	Crew: -			430
Ammo Load: 0												
(IAA2013, pg. 97); Vehicle (Superheavy Vehicle, Fast, Skimmer); Pulsar; Scatter Laser (x1); Eldar Titan Holo Field; Jink; Sky-Hunter												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Skyshield Landing Pad	1											75
(Stronghold Assault, pg. 33); Unusual ; Landing Pad Configuration												
Combined Arms Detachment	1	Grp: Detachment										0
Total Cost:											1833	

Option Footnotes

Warlord Traits	
Warlord	See WH40k, pg. 124.
Vehicle Equipment	
Ghostwalk Matrix	See C:E, pg. 67.
Serpent Shield	60"R, S7, AP -, Assault D6+1, Pinning, Ignores Cover (C:E, pg. 67).
Special Rules	
Ancient Doom	See C:E, pg. 25.
Battle Focus	See C:E, pg. 25.
Bulky	Bulky (see WH40k, pg. 159).
Counter-attack	Counter-attack (see WH40k, pg. 163).
Deep Strike	Deep Strike (see WH40k, pg. 162).
Eldar Titan Holo Field	As long as the vehicle moved in the previous turn, it gains a 4+ invulnerable save against attacks.
Fleet	Fleet (see WH40k, pg. 164).
Hammer of Wrath	Hammer of Wrath (see WH40k, pp. 91 & 165).
Herald of Victory	See C:E, pg. 35.
Independent Character	Independent Character (see WH40k, pg. 166).
Jink	Jink (see WH40k, pg. 167).
Landing Pad Configuration	A Skyshield Landing Pad has certain rules depending on its current configuration, shielded or unfurled, as described below. At the beginning of the Movement phase, before rolling for Reserves, a model in base contact with a Skyshield Landing Pad can change its configuration from shielded to unfurled (or vice versa). If there are models from both sides in base contact with the landing pad, its configuration cannot be changed. (See Stronghold Assault, pg. 19).
Move Through Cover	Move Through Cover (see WH40k, pg. 168).
Psyker (Mastery Level 1)	Psyker (see WH40k, pg. 170).
Psyker (Mastery Level 2)	Psyker (see WH40k, pg. 170).
Psyker (Mastery Level 3)	Psyker (see WH40k, pg. 170).
Relentless	Relentless (see WH40k, pg. 170).
Sky-Hunter	See IAA2013, pg 97.
Skyleap	See C:E, pg. 35.
Spirit Mark	See C:E, pg. 29.
Terrain Type	
Unusual	Unusual (See Stronghold Assault, pg. 33)
Unit Type	
Character	Character (see WH40k, pg. 100).
Eldar Jetbike	See WH40k, pg. 45.
Infantry	Infantry (see WH40k, pg. 62).
Infantry (Character)	Infantry (Character) (see WH40k, pgs. 44, 63)
Jump Units	Jump Units (see WH40k, pg. 65).
Vehicle (Superheavy Vehicle, Fast, Skimmer)	See WH40K rulebook, pgs. 44-49.
Vehicle (Tank, Fast, Skimmer, Transport)	Vehicle (Skimmer, Tank, Fast, Transport) (see WH40k, pgs. 89, 92-93, 88, 80-82).
Wargear	
Aspect Armour	See C:E, pg. 65.
Eldar Jetbike	See WH40k, pg. 45.
Ghosthelm	See C:E, pg. 66.
Heavy Aspect Armour	See C:E, pg. 65.
Mesh Armour	See C:E, pg. 65.
Runes of Witnessing	See C:E, pg. 28.
Swooping Hawk Wings	See C:E, pg. 67.
Weapons	
Avenger Shuriken	18"R; S4; AP5; Assault 2, Bladestorm (C:E, pg. 30).
Catapult	
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).
Lasblaster	24"R; S3; AP5; Assault 3 (C:E, pg. 35).
Melta Bombs	S 8; AP 1; Armourbane, Unwieldy (see WH40k, pg. 181).
Plasma Grenades	See WH40k, pg. 62.
Pulsar	60"R, SD, AP2, Primary Weapon 2, Large Blast (Escalation, pg. 73).
Scatter Laser	36"R; S6; AP6; Heavy 4, Laser Lock (C:E, pg 62).
Shuriken Pistol	12"R; S4; AP5; Pistol, Bladestorm (C:E, pg 63).
Singing Spear	12"R; S9; AP -; Assault 1, Fleshbane. S User, AP -, Melee, Armourbane, Fleshbane (C:E, pg. 65).
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).