

1850 Pts - Eldar - 3rd Best General Mark Armurla

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Combined Arms Detachment (24 ⚔, 1105 pts)												
Autarch	1	☠	6	6	3	3	3	6	3	10	3+/4(i)	95
(C:EC, pg. 108); Infantry (Character); Heavy Aspect Armour; Shuriken Pistol; Haywire Grenades; Plasma Grenades; Forceshield; Fusion Gun; Swooping Hawk Wings; Warlord ; Ancient Doom; Battle Focus; Fleet; Independent Character; The Path of Command												
Windriders	5	🚲	4	4	3	4	1	5	1	8	3+	135
(C:E, pp. 41 & 97); Eldar Jetbike ; Mesh Armour; Eldar Jetbike; Scatter Laser (x5); Hammer of Wrath; Jink; Relentless; Ancient Doom; Battle Focus												
Windriders	5	🚲	4	4	3	4	1	5	1	8	3+	135
(C:E, pp. 41 & 97); Eldar Jetbike ; Mesh Armour; Eldar Jetbike; Scatter Laser (x5); Hammer of Wrath; Jink; Relentless; Ancient Doom; Battle Focus												
Windriders	5	🚲	4	4	3	4	1	5	1	8	3+	135
(C:E, pp. 41 & 97); Eldar Jetbike ; Mesh Armour; Eldar Jetbike; Scatter Laser (x5); Hammer of Wrath; Jink; Relentless; Ancient Doom; Battle Focus												
Crimson Hunter Exarch	1	Grp: 🏹	BS: 5 FA: 10 SA: 10 RA: 10 HP: 3 Save: -								160	
(C:EC, pg. 126); Vehicle (Flyer, Character); Pulse Laser; Bright Lance (x2); Marksman's Eye; Precision Shots; Skyhunter; Vector Dancer; Skyfire												
Wraithknight	1	☠	4	4	10	8	6	5	4	10	3+/5(i)	310
(C:EC, pg. 136); Monstrous Creature ; Ghostglave; Scattershield; Scatter Laser (x1); Fear; Hammer of Wrath; Move Through Cover; Relentless; Smash; Ancient Doom												
Combined Arms Detachment	1	Grp: Detachment										0
Formation: Aspect Host (18 ⚔, 362 pts)												
Aspect Host	1	Grp: ☠										362
Fire Dragons; Fire Dragons; Swooping Hawks; Rites of Battle; Shrinekeepers												
Fire Dragons	4		4	4	3	3	1	5	1	9	3+	[120]
(C:EC, pg. 119); Infantry ; Heavy Aspect Armour; Fusion Gun; Melta Bombs; Ancient Doom; Assured Destruction: See C:EC, pg. 119.; Battle Focus; Fleet												
Fire Dragon Exarch	1		5	5	3	3	2	6	2	9	3+	[32]
Character ; Heavy Aspect Armour; Fusion Gun; Crack Shot												
Fire Dragons	4		4	4	3	3	1	5	1	9	3+	[120]
(C:EC, pg. 119); Infantry ; Heavy Aspect Armour; Fusion Gun; Melta Bombs; Ancient Doom; Assured Destruction: See C:EC, pg. 119.; Battle Focus; Fleet												
Fire Dragon Exarch	1		5	5	3	3	2	6	2	9	3+	[32]
Character ; Heavy Aspect Armour; Fusion Gun; Crack Shot												
Swooping Hawks	6		4	4	3	3	1	5	1	9	4+	[122]
(C:EC, pg. 123); Infantry ; Aspect Armour; Lasblaster; Grenade Pack; Haywire Grenades; Plasma Grenades; Swooping Hawk Wings; Ancient Doom; Battle Focus; Fleet; Herald of Victory; Intercept												
Swooping Hawk Exarch	1	-	5	5	3	3	2	6	2	9	3+	[26]
Character ; Heavy Aspect Armour; Lasblaster												
: Realspace Raiders Detachment (15 ⚔, 380 pts)												
Court of the Archon (HQ) [DE]	0	Grp:										10
(C:DE, pg. 71); Infantry												
Lhamaean [DE]	1		4	4	3	3	1	5	1/2	9	5+	[10]
Fleet; Night Vision; Power from Pain; Kabalite Armour; Splinter Pistol; Shaimeshi Blade: S User, AP -, Melee, Lethal Dose, Poisoned (2+) (C:DE, pg. 102).												
Kabalite Warriors (Troops) [DE]	4		4	4	3	3	1	5	1	8	5+	120
(C:DE, pg. 78); Infantry ; Fleet; Night Vision; Power from Pain; Kabalite Armour; Splinter Rifle (x4); Close Combat Weapon												
Sybarite [DE]	1		4	4	3	3	1	5	2	9	5+	[23]
Automatic Unit Type; Splinter Rifle; Close Combat Weapon; Haywire Grenades												
Venom (Fast) [DE]	1	Grp: BS: 4 FA: 10 SA: 10 RA: 10 HP: 2 Save: -										[65]
(C:DE, pg. 87); Vehicle (Skimmer, Fast, Open-Topped, Transport); Deep Strike; 5 model capacity; Night Vision; Flickerfield; Splinter Cannons (x2); Jink												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Kabalite Warriors (Troops) [DE]	4		4	4	3	3	1	5	1	8	5+	120
	(C:DE, pg. 78); Infantry ; Fleet; Night Vision; Power from Pain; Kabalite Armour; Splinter Rifle (x4); Close Combat Weapon											
Sybarite [DE]	1		4	4	3	3	1	5	2	9	5+	[23]
	Automatic Unit Type; Splinter Rifle; Close Combat Weapon; Haywire Grenades											
Venom (Fast) [DE]	1	Grp: BS: 4 FA: 10 SA: 10 RA: 10 HP: 2 Save: -										[65]
	(C:DE, pg. 87); Vehicle (Skimmer, Fast, Open-Topped, Transport); Deep Strike; 5 model capacity; Night Vision; Flickerfield; Splinter Cannons (x2); Jink											
Venom (Fast) [DE]	1	Grp: BS: 4 FA: 10 SA: 10 RA: 10 HP: 2 Save: -										65
	(C:DE, pg. 87); Vehicle (Skimmer, Fast, Open-Topped, Transport); Deep Strike; 5 model capacity; Night Vision; Flickerfield; Splinter Cannons (x2); Jink											
Venom (Fast) [DE]	1	Grp: BS: 4 FA: 10 SA: 10 RA: 10 HP: 2 Save: -										65
	(C:DE, pg. 87); Vehicle (Skimmer, Fast, Open-Topped, Transport); Deep Strike; 5 model capacity; Night Vision; Flickerfield; Splinter Cannons (x2); Jink											
Realspace Raiders Detachment [DE]	1	Grp: Detachment										0
Total Cost:											1847	

Option Footnotes

Warlord Traits	
Warlord	See WH40k, pg. 124.
Special Rules	
Ancient Doom	See C:E, pg. 25.
Battle Focus	See C:EC, pg. 148.
Crack Shot	See C:EC, pg. 119.
Deep Strike	Deep Strike (see WH40k, pg. 162).
Fear	Fear (see WH40k, pg. 163).
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).
Intercept	See C:EC, pg. 123.
Jink	Jink (see WH40k, pg. 167).
Marksman's Eye	See C:EC, pg. 126.
Move Through Cover	Move Through Cover (see WH40k, pg. 168).
Night Vision	Night Vision (see WH40k, pg. 40).
Power from Pain	See C:DE, pg. 100.
Precision Shots	Precision Shots (see WH40k, pg. 169).
Relentless	Relentless (see WH40k, pg. 170).
Rites of Battle	See C:EC, pg. 157.
Shrinekeepers	See C:EC, pg. 142.
Skyfire	Skyfire (see WH40k, pg. 171).
Skyhunter	See C:E, pg. 39.
Smash	Smash (see WH40k, pg. 171).
The Path of Command	See C:CE, pg. 108.
Vector Dancer	Vector Dancer (see WH40k, pg. 43).
Unit Type	
Automatic Unit Type	See WH40K rulebook, pgs. 44-49.
Character	Character (see WH40k, pg. 100).
Eldar Jetbike	See WH40k, pg. 45.
Infantry	Infantry (see WH40k, pg. 62).
Infantry (Character)	See WH40K rulebook, pgs. 44-49.
Monstrous Creature	Monstrous Creature (see WH40k, pg. 67).
Vehicle (Flyer, Character)	See WH40K rulebook, pgs. 44-49.
Vehicle (Skimmer, Fast, Open-Topped, Transport)	See WH40K rulebook, pgs. 44-49.
Wargear	
Aspect Armour	See C:E, pg. 65.
Close Combat Weapon	S User; AP - ; Melee.
Eldar Jetbike	See WH40k, pg. 45.
Flickerfield	See C:DE, pg. 108.
Haywire Grenades	See WH40k, pg. 37.

Heavy Aspect Armour	See C:E, pg. 65.
Kabalite Armour	Confers a 5+ Armour Save.
Mesh Armour	See C:E, pg. 65.
Splinter Cannon	36"R; S1; AP5; Salvo 4/6, Poisoned (4+) (C:DE, pg, 106).
Splinter Cannons (x2)	36"R; S1; AP5; Salvo 4/6, Poisoned (4+) (C:DE, pg, 106).
Splinter Pistol	12"R; S1; AP5; Pistol, Poisoned (4+) (C:DE, pg, 106).
Splinter Rifle	24"R; S1; AP5; Rapid Fire, Poisoned (4+) (C:DE, pg, 106).
Swooping Hawk Wings	See C:EC, pg. 153.
Weapons	
Bright Lance	36"R; S8; AP2; Heavy 1, Lance (C:EC, pg. 149).
Fusion Gun	12"R; S8; AP1; Assault 1; Melta (C:EC, pg. 149).
Ghostglave	S+1, AP2, Melee, Master-crafted (C:EC, pg. 151).
Grenade Pack	24"R, S4, AP4, Assault 1, Barrage, Blast, Ignores Cover, Skyburst (C:E, pg. 153).
Haywire Grenades	8"R; S 2; AP -; Assault 1, Haywire (WH40k, pg. 62).
Lasblaster	24"R; S3; AP5; Assault 3 (C:EC, pg. 149).
Melta Bombs	S 8; AP 1; Armourbane, Unwieldy (see WH40k, pg. 181).
Plasma Grenades	8"R, S4, AP4, Assault 1, Blast. See WH40k, pg. 62.
Pulse Laser	48"R; S8; AP2; Heavy 2 (C:EC, pg. 149).
Scatter Laser	36"R; S6; AP6; Heavy 4 (C:EC, pg 149).
Shuriken Pistol	12"R; S4; AP5; Pistol, Bladestorm (C:EC, pg 150).