

1850 Pts - Eldar - Brad Chester 6th Overall LVO 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Combined Arms Detachment (34 , 1277 pts)												
Autarch Skyrunner	1		6	6	3/4	4	3	6	3/4	10	3+4(i)	98
<small>(C:EC, pg. 108); Eldar Jetbike ; Infantry (Character); Heavy Aspect Armour; Shuriken Pistol; Haywire Grenades; Plasma Grenades; Forceshield; Scorpion Chainsword; Fusion Gun; TL Shuriken Catapults (x1); Eldar Jetbike; Hammer of Wrath; Jink; Relentless; Warlord; Ancient Doom; Battle Focus; Independent Character; The Path of Command</small>												
Windriders	3		4	4	3	4	1	5	1	8	3+	81
<small>(C:E, pp. 41 & 97); Eldar Jetbike ; Mesh Armour; Eldar Jetbike; Scatter Laser (x3); Hammer of Wrath; Jink; Relentless; Ancient Doom; Battle Focus</small>												
Windriders	3		4	4	3	4	1	5	1	8	3+	81
<small>(C:E, pp. 41 & 97); Eldar Jetbike ; Mesh Armour; Eldar Jetbike; Scatter Laser (x3); Hammer of Wrath; Jink; Relentless; Ancient Doom; Battle Focus</small>												
Windriders	3		4	4	3	4	1	5	1	8	3+	81
<small>(C:E, pp. 41 & 97); Eldar Jetbike ; Mesh Armour; Eldar Jetbike; Scatter Laser (x3); Hammer of Wrath; Jink; Relentless; Ancient Doom; Battle Focus</small>												
Warp Spiders	4		4	4	3	3	1	5	1	9	3+	105
<small>(C:EC, pg. 124); Infantry (Jetpack); Heavy Aspect Armour; Death Spinner; Warp Jump Generators; Bulky; Deep Strike; Relentless; Ancient Doom; Battle Focus; Fleet; Flickerjump</small>												
Warp Spider Exarch	1	-	5	5	3	3	2	6	2	9	3+	[29]
<small>Character; Death Spinner; Iron Resolve</small>												
Warp Spiders	4		4	4	3	3	1	5	1	9	3+	105
<small>(C:EC, pg. 124); Infantry (Jetpack); Heavy Aspect Armour; Death Spinner; Warp Jump Generators; Bulky; Deep Strike; Relentless; Ancient Doom; Battle Focus; Fleet; Flickerjump</small>												
Warp Spider Exarch	1	-	5	5	3	3	2	6	2	9	3+	[29]
<small>Character; Death Spinner; Iron Resolve</small>												
Warp Spiders	4		4	4	3	3	1	5	1	9	3+	105
<small>(C:EC, pg. 124); Infantry (Jetpack); Heavy Aspect Armour; Death Spinner; Warp Jump Generators; Bulky; Deep Strike; Relentless; Ancient Doom; Battle Focus; Fleet; Flickerjump</small>												
Warp Spider Exarch	1	-	5	5	3	3	2	6	2	9	3+	[29]
<small>Character; Death Spinner; Iron Resolve</small>												
Wraithguard	5		4	4	5	6	1	4	1	10	3+	210
<small>(C:EC, pg. 120); Infantry; D-Scythe; Ancient Doom; Bulky; Fearless</small>												
Skathach Wraithknight	1		4	4	10	8	6	5	4	10	3+	330
<small>(C:EC, pg. 136); Jump Gargantuan Creature ; Heavy Wraithcannon (x2); Scatter Laser (x1); Starcannon (x1); Ancient Doom; Bulky; Deep Strike; Fear; Feel No Pain; Hammer of Wrath; Move Through Cover; Relentless; Smash; Strikedown; Sword of Vault With Deathshroud Not Star Cannon</small>												
Combined Arms Detachment	1	Grp: Detachment										0

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Formation: Aspect Host (17 $\frac{1}{2}$, 368 pts)												
Aspect Host	1	Grp: Auxiliary,										368
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										
Warp Spiders	5		4	4	3	3	1	5	1	9	3+	[124]
		(C:EC, pg. 124); Infantry (Jetpack); Heavy Aspect Armour; Death Spinner; Warp Jump Generators; Bulky; Deep Strike; Relentless; Ancient Doom; Battle Focus; Fleet; Flickerjump										
Warp Spider Exarch	1	-	5	5	3	3	2	6	2	9	3+	[29]
		Character ; Death Spinner; Iron Resolve										
Warp Spiders	5		4	4	3	3	1	5	1	9	3+	[124]
		(C:EC, pg. 124); Infantry (Jetpack); Heavy Aspect Armour; Death Spinner; Warp Jump Generators; Bulky; Deep Strike; Relentless; Ancient Doom; Battle Focus; Fleet; Flickerjump										
Warp Spider Exarch	1	-	5	5	3	3	2	6	2	9	3+	[29]
		Character ; Death Spinner; Iron Resolve										
: Allied Detachment (14 $\frac{1}{2}$, 200 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]	5		4	4	3	3	1	5	1	8	5+	95
		(C:DE, pg. 78); Infantry ; Fleet; Night Vision; Power from Pain; Kabalite Armour; Splinter Rifle (x5); Close Combat Weapon										
Raider (Fast) [DE]	1	Grp: BS: 4 FA: 10 SA: 10 RA: 10 HP: 3 Save: -										[55]
		(C:DE, pg. 86); Vehicle (Skimmer, Fast, Open-Topped, Transport); Deep Strike; 10 model capacity; Night Vision; Disintegrator Cannon (x1); Jink										
Kabalite Warriors (Troops) [DE]	5		4	4	3	3	1	5	1	8	5+	95
		(C:DE, pg. 78); Infantry ; Fleet; Night Vision; Power from Pain; Kabalite Armour; Splinter Rifle (x5); Close Combat Weapon										
Venom (Fast) [DE]	1	Grp: BS: 4 FA: 10 SA: 10 RA: 10 HP: 2 Save: -										[55]
		(C:DE, pg. 87); Vehicle (Skimmer, Fast, Open-Topped, Transport); Deep Strike; 5 model capacity; Night Vision; TL Splinter Rifle; Flickerfield; Splinter Cannon; Jink										
Allied Detachment	1	Grp: Detachment										0
											Total Cost:	1845

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.
Bulky	Bulky (see WH40k, pg. 159).
Crack Shot	See C:EC, pg. 119.
Deep Strike	Deep Strike (see WH40k, pg. 162).
Fear	Fear (see WH40k, pg. 163).
Fearless	Fearless (see WH40k, pg. 163).
Feel No Pain	Feel No Pain (see WH40k, pg. 164).
Fleet	Fleet (see WH40k, pg. 164).
Flickerjump	See C:EC, pg. 124.
Hammer of Wrath	Hammer of Wrath (see WH40k, pp. 91 & 165).
Independent Character	Independent Character (see WH40k, pg. 166).
Iron Resolve	See C:EC, pg. 124.
Jink	Jink (see WH40k, pg. 167).
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.

Relentless	Relentless (see WH40k, pg. 170).
Rites of Battle	See C:EC, pg. 157.
Shrinekeepers	See C:EC, pg. 142.
Smash	Smash (see WH40k, pg. 171).
Strikedown	Strikedown (see WH40k, pg. 172).
Sword of Vault	If this model is equipped with a ghostglaive, the ghostglaive's Strength is increased to D. (See C:E, pg. 136.)
The Path of Command	See C:CE, pg. 108.
Unit Type	
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.
Infantry (Jetpack)	Infantry (see WH40k, pg. 44), Jet Pack Units(see WH40k, pg. 47).
Jump Gargantuan Creature	See WH40K rulebook, pgs. 44-49.
Vehicle (Skimmer, Fast, Open-Topped, Transport)	See WH40K rulebook, pgs. 44-49.
Wargear	
Close Combat Weapon	S User; AP - ; Melee.
Disintegrator Cannon	36"R; S5; AP2; Heavy 3 (C:DE, pg. 104).
Eldar Jetbike	See WH40k, pg. 45.
Flickerfield	See C:DE, pg. 108.
Heavy Aspect Armour	See C:E, pg. 65.
Heavy Wraithcannon	36" Range; S D; AP 2; Assault 1 (C:EC, pg. 149).
Kabalite Armour	Confers a 5+ Armour Save.
Mesh Armour	See C:E, pg. 65.
Scatter Laser	36"R; S6; AP6; Heavy 4 (C:EC, pg. 149).
Splinter Cannon	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).
Starcannon	36"R; S6; AP2; Heavy 2 (C:E, pg. 151).
TL Splinter Rifle	24"R, S1, AP5, Rapid Fire, Poisoned (4+), Twin-linked (C:DE, pg. 106).
Warp Jump Generators	See C:EC, pg. 153.
Weapons	
D-Scythe	Template; S D; AP2; Assault 1, Distort Scythe (C:EC, pg. 149).
Death Spinner	12"R; S6; AP -; Assault 2, Monofilament (C:E, pg. 150).
Fusion Gun	12"R; S8; AP1; Assault 1; Melta (C:EC, pg. 149).
Haywire Grenades	8"R; S 2; AP -; Assault 1, Haywire (WH40k, pg. 62).
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.
Scatter Laser	36"R; S6; AP6; Heavy 4 (C:EC, pg. 149).
Scorpion Chainsword	S+1, AP6, Melee (C:EC, pg. 152).
Shuriken Pistol	12"R; S4; AP5; Pistol, Bladestorm (C:EC, pg. 150).
TL Shuriken Catapults	12"R; S4; AP5; Assault 2, Bladestorm, Twin Linked (C:E, pg. 68).