

## 1850 Pts - Eldar - Sean Nayden 2nd Overall LVO 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>Formation: Aspect Host (24 ⚔, 414 pts)</b>												
Aspect Host	1	Grp: Auxiliary,										414
Swooping Hawks	7		4	4	3	3	1	5	1	9	4+	[138]
(C:EC, pg. 123); <b>Infantry</b> ; Aspect Armour; Lasblaster; Grenade Pack; Haywire Grenades; Plasma Grenades; Swooping Hawk Wings; Ancient Doom; Battle Focus; Fleet; Intercept												
Swooping Hawk Exarch	1	-	5	5	3	3	2	6	2	9	3+	[26]
<b>Character</b> ; Heavy Aspect Armour; Lasblaster; Herald of Victory												
Swooping Hawks	7		4	4	3	3	1	5	1	9	4+	[138]
(C:EC, pg. 123); <b>Infantry</b> ; Aspect Armour; Lasblaster; Grenade Pack; Haywire Grenades; Plasma Grenades; Swooping Hawk Wings; Ancient Doom; Battle Focus; Fleet; Intercept												
Swooping Hawk Exarch	1	-	5	5	3	3	2	6	2	9	3+	[26]
<b>Character</b> ; Heavy Aspect Armour; Lasblaster; Herald of Victory												
Swooping Hawks	7		4	4	3	3	1	5	1	9	4+	[138]
(C:EC, pg. 123); <b>Infantry</b> ; Aspect Armour; Lasblaster; Grenade Pack; Haywire Grenades; Plasma Grenades; Swooping Hawk Wings; Ancient Doom; Battle Focus; Fleet; Intercept												
Swooping Hawk Exarch	1	-	5	5	3	3	2	6	2	9	3+	[26]
<b>Character</b> ; Heavy Aspect Armour; Lasblaster; Herald of Victory												
<b>: Combined Arms Detachment (22 ⚔, 806 pts)</b>												
Autarch	1		6	6	3/4	3	3	6	3/4	10	3+4(i)	93
(C:EC, pg. 108); <b>Infantry</b> (Character); Heavy Aspect Armour; Shuriken Pistol; Haywire Grenades; Plasma Grenades; Forceshield; Banshee Mask; Scorpion Chainsword; Swooping Hawk Wings; Ancient Doom; Battle Focus; Fleet; Independent Character; The Path of Command												
Windriders	3		4	4	3	4	1	5	1	8	3+	81
(C:E, pp. 41 & 97); <b>Eldar Jetbike</b> ; Mesh Armour; Eldar Jetbike; Scatter Laser (x3); Hammer of Wrath; Jink; Relentless; Ancient Doom; Battle Focus												
Windriders	3		4	4	3	4	1	5	1	8	3+	81
(C:E, pp. 41 & 97); <b>Eldar Jetbike</b> ; Mesh Armour; Eldar Jetbike; Scatter Laser (x3); Hammer of Wrath; Jink; Relentless; Ancient Doom; Battle Focus												
Windriders	3		4	4	3	4	1	5	1	8	3+	81
(C:E, pp. 41 & 97); <b>Eldar Jetbike</b> ; Mesh Armour; Eldar Jetbike; Scatter Laser (x3); Hammer of Wrath; Jink; Relentless; Ancient Doom; Battle Focus												
Warp Spiders	4		4	4	3	3	1	5	1	9	3+	105
(C:EC, pg. 124); <b>Infantry</b> (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]
<b>Character</b> ; Death Spinner; <b>Warlord</b> ; Iron Resolve												
Void Shield Generator	1											100
(Stronghold Assault, pg. 31); <b>Impassible Building</b> (AV13) with Battlements; Projected Void Shields; Additional Projected Void Shields (x2)												
Swooping Hawks	5		4	4	3	3	1	5	1	9	4+	80
(C:EC, pg. 123); <b>Infantry</b> ; Aspect Armour; Lasblaster; Grenade Pack; Haywire Grenades; Plasma Grenades; Swooping Hawk Wings; Ancient Doom; Battle Focus; Fleet; Intercept												
Warp Hunter (IA)	1	Grp:	BS: 4	FA: 12	SA: 12	RA: 10	HP: 3	Save: -				185
(IAA2013, pg. 99); <b>Vehicle</b> (Skimmer, Tank, Fast); TL Shuriken Catapults; D-Flail; Spirit Stones; Holo-Fields; Star Engines; Jink												
Combined Arms Detachment	1	Grp: Detachment										0

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>Formation: Corpsethief Claw (6 <math>\frac{1}{2}</math>, 630 pts)</b>												
Corpsethief Claw [DE]	1	Grp:										630
		(S:HC); Freakish Spectacle; Let the Harvest Begin; Scout										
Talos (Heavy) [DE]	3		5	3	7	7	3	4	3	10	3+	[630]
		(C:DE, pg. 92); <b>Monstrous Creature</b> ; Fearless; Feel No Pain; Night Vision; Armoured Carpace; Close Combat Weapons (x1); TL Splinter Cannon; Ichor Injector; Fear; Hammer of Wrath; Move Through Cover; Relentless; Smash										
Talos (Heavy) [DE]	1		5	3	7	7	3	4	3	10	3+	[120]
		Close Combat Weapons (x2); TL Splinter Cannon										
Talos (Heavy) [DE]	1		5	3	7	7	3	4	3	10	3+	[120]
		Close Combat Weapons (x2); TL Splinter Cannon										
<b>Total Cost:</b>											<b>1850</b>	

<b>Option Footnotes</b>	
Warlord Traits	
<b>Warlord</b>	See WH40k, pg. 124.
Vehicle Equipment	
Holo-Fields	See C:EC, pg. 154.
Spirit Stones	See C:EC, pg. 154.
Star Engines	See C:EC, pg. 154.
Special Rules	
Additional Projected Void Shields	(See Stronghold Assault, pg. 31).
Ancient Doom	See C:E, pg. 25.
Battle Focus	See C:EC, pg. 148.
Bulky	Bulky (see WH40k, pg. 159).
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).
Herald of Victory	See C:E, pg. 35.
Independent Character	Independent Character (see WH40k, pg. 166).
Intercept	See C:EC, pg. 123.
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).
Projected Void Shields	Each projected void shield has a 12" area of effect, known as a Void Shield Zone. Any shooting attack that originates from outside a Void Shield Zone and hits a target within the Void Shield Zone instead hits the projected void shield. If a unit is within 12" of more than one Void Shield Generator, and so within more than one Void Shield Zone when it is hit, randomly determine which of the buildings' projected void shields is hit. Each projected void shield has an Armour Value of 12. A glancing or penetrating hit (or any hit from a Destroyer weapon) scored against a projected void shield causes it to collapse. If all projected void shields have collapsed, further hits strike the original target instead. At the end of each of the controlling player's turns, roll a dice for each projected void shield that has collapse; each roll of 5+ instantly restores one shield. (See Stronghold Assault, pg. 31).
Relentless	Relentless (see WH40k, pg. 170).
Rites of Battle	See C:EC, pg. 157.
Scout	Scout (see WH40k, pg. 171).
Shrinekeepers	See C:EC, pg. 142.
Smash	Smash (see WH40k, pg. 171).
The Path of Command	See C:CE, pg. 108.
Terrain Type	
<b>Impassible Building (AV13) with Battlements</b>	Impassible Building (AV13) with Battlements (See Stronghold Assault, pg. 31)
Unit Type	
<b>Character</b>	Character (see WH40k, pg. 100).

<b>Eldar Jetbike</b>	See WH40k, pg. 45.
<b>Infantry</b>	Infantry (see WH40k, pg. 62).
<b>Infantry</b> (Character)	See WH40K rulebook, pgs. 44-49.
<b>Infantry</b> (Jetpack)	Infantry (see WH40k, pg. 44), Jet Pack Units(see WH40k, pg. 47).
<b>Monstrous Creature</b>	See WH40K rulebook, pgs. 44-49.
<b>Vehicle</b> (Skimmer, Tank, Fast)	See WH40K rulebook, pgs. 44-49.
<b>Wargear</b>	
Armoured Carpace	Confers a 3+ Armour Save.
Aspect Armour	See C:E, pg. 65.
Banshee Mask	See C:E, pg. 153.
Eldar Jetbike	See WH40k, pg. 45.
Heavy Aspect Armour	See C:E, pg. 65.
Ichor Injector	S User, AP -, Melee, Fleshbane, Lethal Dose (C:DE, pg. 102).
Mesh Armour	See C:E, pg. 65.
Swooping Hawk Wings	See C:EC, pg. 153.
TL Splinter Cannon	36"R, S1, AP5, Salvo 4/6, Poisoned (4+), Twin-linked (C:DE, pg. 106).
Warp Jump Generators	See C:EC, pg. 153.
<b>Weapons</b>	
D-Flail	<b>Blast:</b> 36" R, S7, AP3, Heavy 3, Blast, Barrage, Distort or <b>Rift:</b> Template, S7, AP3, Heavy 1, Distort.
Death Spinner	12"R; S6; AP -; Assault 2, Monofilament (C:E, pg. 150).
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).
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).