


1850 Pts - Eldar - Ben Clarkes 3rd Overall Omegacon 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Combined Arms Detachment (57 1480 pts)												
Spiritseer	1		5	5	3	3	2	5	1/2	9	-4(i)	70
(C:EC, pg. 111); Infantry (Character); Rune Armour; Shuriken Pistol; Witch Staff; Warlord ; Ancient Doom; Battle Focus; Fleet; Independent Character; Psyker (Mastery Level 2); Spirit Mark; Daemonology: Sanctic Powers ; Runes of Battle ; Telepathy												
Guardian Defenders	13		4	4	3	3	1	5	1	8	5+	172
(C:EC, pg. 112); Infantry ; Mesh Armour; Shuriken Catapult; Plasma Grenades; Ancient Doom; Battle Focus; Fleet												
Warlock	1		4	4	3	3	1	5	1/2	8	-4(i)	[35]
Infantry ; Rune Armour; Shuriken Pistol; Witchblade; Ancient Doom; Battle Focus; Fleet; Psyker (Mastery Level 1); Runes of Battle												
Heavy Weapon Platform	1	Grp: To: 5 Wo: 1 Save: 3+										[20]
Starcannon												
Guardian Defenders	10		4	4	3	3	1	5	1	8	5+	145
(C:EC, pg. 112); Infantry ; Mesh Armour; Shuriken Catapult; Plasma Grenades; Ancient Doom; Battle Focus; Fleet												
Warlock	1		4	4	3	3	1	5	1/2	8	-4(i)	[35]
Infantry ; Rune Armour; Shuriken Pistol; Witchblade; Ancient Doom; Battle Focus; Fleet; Psyker (Mastery Level 1); Runes of Battle												
Heavy Weapon Platform	1	Grp: To: 5 Wo: 1 Save: 3+										[20]
Starcannon												
Windriders	6		4	4	3	4	1	5	1	8	3+	172
(C:E, pp. 41 & 97); Eldar Jetbike ; Mesh Armour; Eldar Jetbike; TL Shuriken Catapults (x4); Shuriken Cannon (x2); Hammer of Wrath; Jink; Relentless; Ancient Doom; Battle Focus												
Windrider Warlock	1	-	4	4	3	4	1	5	1/2	8	3+4(i)	[50]
Eldar Jetbike ; Rune Armour; Shuriken Pistol; Eldar Jetbike; Witchblade; TL Shuriken Catapults (x1); Hammer of Wrath; Jink; Relentless; Ancient Doom; Battle Focus; Psyker (Mastery Level 1); Runes of Battle												
Warp Spiders	6		4	4	3	3	1	5	1	9	3+	148
(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+	[34]
Character ; TL Death Spinner; Iron Resolve												
Dark Reapers	4		4	4	3	3	1	5	1	9	3+	148
(C:EC, pg. 129); Infantry ; Heavy Aspect Armour; Reaper Launcher (Starswarm); Reaper Rangefinder; Ancient Doom; Inescapable Accuracy: See C:EC, pg. 129.; Relentless; Slow and Purposeful												
Dark Reaper Exarch	1		5	5	3	3	2	6	2	9	3+	[48]
Character ; Reaper Launcher (Starswarm); Reaper Launcher (Starshot); Fast Shot												
Vaul's Wrath Support Battery	3	Grp: To: 7 Wo: 2 Save: 3+										125
(C:EC, pg. 130); Artillery ; Shadow Weaver												
Guardian Crew	6		4	4	3	3	1	5	1	8	5+	[0]
Mesh Armour; Shuriken Catapult; Plasma Grenades; Ancient Doom; Battle Focus; Fleet												
Warlock	1	-	4	4	3	3	1	5	1/2	8	-4(i)	[35]
Infantry ; Rune Armour; Shuriken Pistol; Witchblade; Ancient Doom; Battle Focus; Fleet; Psyker (Mastery Level 1); Runes of Battle												
Wraithlord	1		4	4	8/9	8	3	4	3	10	3+	175
(C:EC, pg. 135); Flamer (x2); Ghostglaive; Eldar Missile Launcher (x1); Starcannon (x1); Ancient Doom; Fearless												
Wraithknight	1		4	4	10	8	6	5	4	10	3+5(i)	325
(C:EC, pg. 136); Jump Gargantuan Creature ; Suncannon; Scattershield; Shuriken Cannon (x2); Ancient Doom; Bulky; Deep Strike; Fear; Feel No Pain; Hammer of Wrath; Move Through Cover; Relentless; Smash; Strikedown; Sword of Vaul												
Combined Arms Detachment	1	Grp: Detachment										0

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost	
: Oathsworn Detachment (1 k, 370 pts)													
Knight Errant [KNI]	1	Grp:  WS: 4 BS: 4 St: 10 FA: 13 SA: 12 RA: 12 In: 4 At: 3 HP: 6											370
(C:IK, pg. 102); Vehicle (Superheavy Walker); Ion Shield; Heavy Stubber; Reaper Chainsword; Thermal Cannon; Fear; Hammer of Wrath; Invincible Behemoth; Move Through Cover; Relentless; Smash; Strikedown													
Oathsworn Detachment [KNI]	1	Grp: Detachment											0
Total Cost:											1850		

Option Footnotes

Warlord Traits	
Warlord	See WH40k, pg. 124.
Psychic Powers	
Daemonology: Sanctic Powers	0 - Banishment, 1 - Gate of Infinity, 2 - Hammerhand, 3 - Sanctuary, 4 - Purge Soul, 5 - Cleansing Flame, 6 - Vortex of Doom (see Warhammer 40,000: The Rules, pg. 194).
Runes of Battle	0 - Conceal/Reveal, 1 - Destructor/ Renewer, 2 - Embolden/ Horrify, 3 - Enhance/ Drain, 4 - Protect/ Jinx, 5 - Quicken/ Restrain, 6 - Empower/Enervate (C:E, pg. 70).
Telepathy	0 - Psychic Shriek, 1 - Dominate, 2 - Mental Fortitude, 3 - Terrify, 4 - Shrouding, 5 - Invisibility, 6 - Hallucination (see Warhammer 40,000: The Rules, pg. 198).
Special Rules	
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).
Fast Shot	See C:E, pg. 129.
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).
Invincible Behemoth	Invincible Behemoth (see BRB, pg. 94).
Iron Resolve	See C:EC, pg. 124.
Jink	Jink (see WH40k, pg. 167).
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).
Relentless	Relentless (see WH40k, pg. 170).
Slow and Purposeful	Slow and Purposeful (see WH40k, pg. 171).
Smash	Smash (see WH40k, pg. 171).
Spirit Mark	See C:E, pg. 29.
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.)
Unit Type	
Artillery	Artillery (see WH40k, pg. 64).
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 (Superheavy Walker)	See WH40K rulebook, pgs. 44-49.
Wargear	
Eldar Jetbike	See WH40k, pg. 45.
Eldar Missile Launcher	Plasma: S4; AP4; Heavy 1, Blast; or Starhawk: 48"R; S7; AP4; Heavy 1; Skyfire; or Starshot: 48"R; S8; AP3; Heavy 1 (C:EC, pg 149).

Flamer	Template, S4, AP5, Assault 1 (WH40k, pg. 56).
Ghostglave	S +1, AP 2, Melee, Master-crafted (C:EC, pg. 151).
Heavy Aspect Armour	See C:E, pg. 65.
Heavy Stubber	36" Range; S 4; AP 6; Heavy 3.
Ion Shield	[Undefined String: kni7_IonS] (See C:IK, pg. 117).
Mesh Armour	See C:E, pg. 65.
Reaper Chainsword	S D; AP 2; Melee (See C:IK, pg. 117).
Reaper Rangefinder	See C:EC, pg. 153.
Shuriken Cannon	24"R; S6; AP5; Assault 3, Bladestorm (C:EC, pg. 150).
Starcannon	36"R; S6; AP2; Heavy 2 (C:E, pg. 151).
Suncannon	48"R, S6, AP2, Heavy 3, Blast (C:EC, pg. 151).
Thermal Cannon	36" Range; S 9; AP 1; Heavy 1, Large Blast, Melta (See C:IK, pg. 116).
Warp Jump Generators	See C:EC, pg. 153.
Weapons	
Death Spinner	12"R; S6; AP -; Assault 2, Monofilament (C:E, pg. 150).
Plasma Grenades	8"R, S4, AP4, Assault 1, Blast. See WH40k, pg. 62.
Reaper Launcher (Starshot)	48"R, S8, AP3, Heavy 1 (C:EC, pg. 150).
Reaper Launcher (Starswarm)	48"R; S5; AP3; Heavy 2 (C:EC, pg. 150).
Shadow Weaver	48"R; S6; AP6; Heavy 1, Barrage, Blast, Monofilament (C:EC, pg. 150).
Shuriken Cannon	24"R; S6; AP5; Assault 3, Bladestorm (C:EC, pg. 150).
Shuriken Catapult	12"R; S4; AP5; Assault 2, Bladestorm (C:EC, pg. 150).
Shuriken Pistol	12"R; S4; AP5; Pistol, Bladestorm (C:EC, pg. 150).
Starcannon	36"R; S6; AP2; Heavy 2 (C:E, pg. 151).
TL Death Spinner	12"R; S6; AP -; Assault 2, Monofilament, Twin-linked (C:E, pg. 63).
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:EC, pg. 152).
Witchblade	S User, AP -, Melee, Armourbane, Fleshbane (BRB, pg. 61).