

## 1850 Pts - Eldar - Rupert Campbell 1st Overall Lantasy 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>: Combined Arms Detachment (37 ⚔, 1574 pts)</b>												
Farseer Skyrunner	1		5	5	3	4	3	5	1/2	10	3+/4(i)	115
(C:CE, pg. 109); <b>Eldar Jetbike</b> ; <b>Infantry</b> (Character); Rune Armour; Shuriken Pistol; Witchblade; Ghosthelm; Eldar Jetbike; TL Shuriken Catapults (x1); Hammer of Wrath; Jink; Relentless; <b>Warlord</b> ; Ancient Doom; Battle Focus; Independent Character; Psyker (Mastery Level 3); Runes of the Farseer; <b>Daemonology: Sanctic Powers</b> ; <b>Divination</b> ; <b>Runes of Fate</b> ; <b>Telepathy</b>												
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												
Windriders	3		4	4	3	4	1	5	1	8	3+	51
(C:E, pp. 41 & 97); <b>Eldar Jetbike</b> ; Mesh Armour; Eldar Jetbike; TL Shuriken Catapults (x3); Hammer of Wrath; Jink; Relentless; Ancient Doom; Battle Focus												
Rangers	5		4	4	3	3	1	5	1	8	5+	60
(C:EC, pg. 115); <b>Infantry</b> ; Mesh Armour; Ranger Long Rifle; Shuriken Pistol; Ancient Doom; Battle Focus; Fleet; Infiltrate; Move Through Cover; Shrouded												
Warp Spiders	7		4	4	3	3	1	5	1	9	3+	162
(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; Iron Resolve												
Warp Spiders	6		4	4	3	3	1	5	1	9	3+	143
(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; Iron Resolve												
Eldar Warp Hunter Squadron (IA)	1											185
(The Doom of Mymeara - 2E, pg. 209)												
Eldar Warp Hunter	1	Grp:	BS: 4	FA: 12	SA: 12	RA: 10	HP: 3	Save: -				[185]
(The Doom of Mymeara - 2E, pg. 209); <b>Vehicle</b> (Skimmer, Tank, Fast); D-flail; TL Shuriken Catapults; Jink												
Eldar Warp Hunter Squadron (IA)	1											185
(The Doom of Mymeara - 2E, pg. 209)												
Eldar Warp Hunter	1	Grp:	BS: 4	FA: 12	SA: 12	RA: 10	HP: 3	Save: -				[185]
(The Doom of Mymeara - 2E, pg. 209); <b>Vehicle</b> (Skimmer, Tank, Fast); D-flail; TL Shuriken Catapults; Jink												
Eldar Skathach Wraithknight (IA)	1		4	4	10	8	6	5	4	10	3+	330
(The Doom of Mymeara - 2E, pg. 216); <b>Jump Gargantuan Creature</b> ; Webway Shunt Generator; 2x Deathshroud Cannons; Scatter Laser (x1); Ancient Doom; Bulky; Deep Strike; Fear; Feel No Pain; Hammer of Wrath; Move Through Cover; Relentless; Smash; Strikedown; Wraith Construct												
Void Shield Generator	1											100
(Stronghold Assault, pg. 31); <b>Impassible Building</b> (AV13) with Battlements; Projected Void Shields; Additional Projected Void Shields (x2)												
Combined Arms Detachment	1	Grp:	Detachment									0
<b>: Inquisitorial Detachment (27 ⚔, 275 pts)</b>												
Inquisitor Coteaz (HQ) [Inq]	1		4	4	3/6	3	3	4/1	3	10	2+	100
(Codex: Inquisition); <b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Psyk-out Grenades; Artificer Armour; Psyber-Eagle; Bolt Pistol; Master-crafted Nemesis Daemonhammer; I've Been Expecting You; Independent Character; Lord of Formosa; Psyker (Mastery Level 2); Spy Network; Stubborn												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Ordo Xenos Inquisitor (HQ) [Inq]	1		4	4	3	3	3	4	3/4	10	4+	34
(Codex: Inquisition); <b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Psyk-out Grenades; Carapace Armour; Bolt Pistol; Chainsword; Servo-skulls (x3); Independent Character; Stubborn												
Inquisitorial Henchmen Warband (Elite) [Inq]	1											47
(Codex: Inquisition); <b>Infantry</b> ; Acolyte; Acolyte; Psyker												
Acolyte [Inq]	1		3	3	3	3	1	3	1/2	8	5+	[9]
(Codex: Inquisition); <b>Infantry</b> ; Flak Armour; Chainsword; Laspistol; Melta Bombs												
Acolyte [Inq]	7		3	3	3	3	1	3	1/2	8	5+	[28]
(Codex: Inquisition); <b>Infantry</b> ; Flak Armour; Chainsword; Laspistol												
Psyker [Inq]	1		3	3	3	3	1	3	1	8	5+	[10]
(Codex: Inquisition); <b>Infantry</b> ; Flak Armour; Laspistol; Brotherhood of Psykers; Psychic Barrage												
Inquisitorial Henchmen Warband (Elite) [Inq]	1											68
(Codex: Inquisition); <b>Infantry</b> ; Acolyte; Psyker; Servitor												
Acolyte [Inq]	7		3	3	3	3	1	3	1/2	8	5+	[28]
(Codex: Inquisition); <b>Infantry</b> ; Flak Armour; Chainsword; Laspistol												
Psyker [Inq]	1		3	3	3	3	1	3	1	8	5+	[10]
(Codex: Inquisition); <b>Infantry</b> ; Flak Armour; Laspistol; Brotherhood of Psykers; Psychic Barrage												
Servitor [Inq]	3		3	3	3	3	1	3	1	8	4+	[30]
(Codex: Inquisition); <b>Infantry</b> ; Carapace Armour; Multi-melta; Mindlock												
Inquisitorial Henchmen Warband (Elite) [Inq]	1											26
(Codex: Inquisition); <b>Infantry</b> ; Acolyte; Psyker												
Acolyte [Inq]	4		3	3	3	3	1	3	1/2	8	5+	[16]
(Codex: Inquisition); <b>Infantry</b> ; Flak Armour; Chainsword; Laspistol												
Psyker [Inq]	1		3	3	3	3	1	3	1	8	5+	[10]
(Codex: Inquisition); <b>Infantry</b> ; Flak Armour; Laspistol; Brotherhood of Psykers; Psychic Barrage												
Inquisitorial Detachment [Inq]	1	Grp: Detachment										0
<b>Total Cost:</b>											<b>1849</b>	

### Option Footnotes

Warlord Traits	
<b>Warlord</b>	See WH40k, pg. 124.
Psychic Powers	
<b>Daemonology: Sanctic Powers</b>	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).
<b>Divination</b>	0 - Prescience, 1 - Foreboding, 2 - Forewarning, 3 - Perfect Timing, 4 - Precognition, 5 - Misfortune, 6 - Scrier's Gaze (see Warhammer 40,000: The Rules, pg. 193).
Psychic Barrage	Psychic Barrage (see C:GK, pg. 51).
<b>Runes of Fate</b>	0 - Guide, 1 - Executioner, 2 - Doom, 3 - Will of Asuryan, 4 - Fortune, 5 - Miind War, 6 - Eldritch Storm (C:E, pg. 71).
<b>Telepathy</b>	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	
Additional Projected Void Shields	(See Stronghold Assault, pg. 31).
Ancient Doom	See C:E, pg. 25.
Battle Focus	See C:EC, pg. 148.
Brotherhood of Psykers	Brotherhood of Psykers (see C:GK, pg. 21).
Bulky	Bulky (see WH40k, pg. 159).
Deep Strike	Deep Strike (see WH40k, pg. 162).
Fear	Fear (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).
I've Been Expecting You	I've Been Expecting You (see Codex: Inquisition).
Independent Character	Independent Character (see WH40k, pg. 166).
Infiltrate	Infiltrate (see WH40k, pg. 167).

Iron Resolve	See C:EC, pg. 124.
Jink	Jink (see WH40k, pg. 167).
Lord of Formosa	Lord of Formosa (see Codex: Inquisition).
Mindlock	See C:GK, pg. 49, note FAQ update.
Move Through Cover	Move Through Cover (see WH40k, pg. 168).
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 collapsed; each roll of 5+ instantly restores one shield. (See Stronghold Assault, pg. 31).
Psyker (Mastery Level 2)	For each Mastery level a character has, he can use one psychic power per turn (see C:GK, pg. 21).
Psyker (Mastery Level 3)	Psyker (see WH40k, pg. 170).
Relentless	Relentless (see WH40k, pg. 170).
Runes of the Farseer	See C:E, pg. 109.
Shrouded	Shrouded (see WH40k, pg. 170).
Smash	Smash (see WH40k, pg. 171).
Spy Network	Spy Network (see Codex: Inquisition).
Strikedown	Strikedown (see WH40k, pg. 172).
Stubborn	Stubborn (see WH40k, pg. 172).
Wraith Construct	When constructing an Eldar army using the Craftworld Warhost Detachment, a single Skathach Wraithknight may be selected as a Wraith Constructs Formation or may be selected instead of the Wraithknight included in a Wraith Host Formation. (See The Doom of Mymeara - 2E, pg. 216.)
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 (Character)</b>	See WH40K rulebook, pgs. 44-49.
<b>Infantry (Jetpack)</b>	Infantry (see WH40k, pg. 44), Jet Pack Units(see WH40k, pg. 47).
<b>Jump Gargantuan Creature</b>	See WH40K rulebook, pgs. 44-49.
<b>Vehicle (Skimmer, Tank, Fast)</b>	See WH40K rulebook, pgs. 44-49.
Wargear	
2x Deathshroud Cannons	Focussed: Heelstorm; S 7; AP 4; Heavy 1, Monofilament, Shred. Dispersed: 48" Range; S 7; AP 4; Heavy 1, Shred, Massive Blast (7"), Monofilament.
Artificer Armour	Confers a 2+ Armour save.
Bolt Pistol	12" Range; S 4; AP 5; Pistol.
Carapace Armour	Confers a 4+ Armour Save.
Chainsword	S User; AP -; Melee.
D-flail	Blast: 36" Range; S D; AP 2; Heavy D3+1, Blast (3"), Dispersed, Barrage. Rift: Template; S D; AP 2; Heavy 1, Dispersed.
Eldar Jetbike	See WH40k, pg. 45.
Flak Armour	Confers a 5+ Armour Save.
Frag Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
Ghosthelm	See C:EC, pg. 153.
Heavy Aspect Armour	See C:E, pg. 65.
Krak Grenades	Range 8"; S 6; AP 4; Assault 1.
Laspistol	Range: 12"; S 3; AP -; Pistol.
Master-crafted Nemesis Daemonhammer	Master-crafted Nemesis (see C:GK, pg. 54).
Melta Bombs	S 8; AP 1; Armourbane, Unwieldy (see WH40k, pg. 181).
Mesh Armour	See C:E, pg. 65.
Multi-melta	Range 24"; S 8; AP 1; Heavy 1, Melta.
Psyber-Eagle	24" Range; S4; AP-; Assault D6.
Psyk-out Grenades	Psyk-out Grenades (see Codex: Inquisition).
Scatter Laser	36"R; S6; AP6; Heavy 4 (C:EC, pg 149).

Servo-skulls	Servo-skulls (see C:GK, pg. 62).
TL Shuriken Catapults	12"R; S4; AP5; Assault 2, Bladestorm, Twin Linked (C:E, pg 68).
Warp Jump Generators	See C:EC, pg. 153.
Webway Shunt Generator	A Skathach Wraithknight may choose to engage its webway shunt generator instead of moving in the Movement phase. If the Skathach Wraithknight uses its webway shut generator, it cannot use the Jump type special rules in either the Movement phase or Assault phase of that turn, but may still fire its weapons normally, Run or declare a charge in the appropriate phases. If the Skathach Wraithknight chooses to use its webway shunt generator, its controlling player may redeploy the model to any point within 12" of its original position that is at least 1" away from any enemy models and then scatter it D6", or its controlling player may choose to place the Skathach Wraithknight immediately into Ongoing Reserves instead of redeploying the Skathach Wraithknight. If its final position after the Scatter roll places it within 1" of an enemy unit, in contact with any model or within impassible terrain, the Skathach Wraithknight must be placed into Ongoing Reserves and suffers a single wound (saves may not be taken against this wound). (See The Doom of Mymeara - 2E, pg. 216.)
Weapons	
Death Spinner	12"R; S6; AP -; Assault 2, Monofilament (C:E, pg. 150).
Ranger Long Rifle	36"R; S X; AP6; Heavy 1; Sniper (C:EC, pg. 150).
Scatter Laser	36"R; S6; AP6; Heavy 4 (C:EC, pg 149).
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).
Witchblade	S User, AP -, Melee, Armourbane, Fleshbane (BRB, pg. 61).