

## 1850 Pts - Eldar - Sean Barkley 3rd Overall Huzzah Hobbies' Hammer in the New Year 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>: Combined Arms Detachment (26 𐄎, 1404 pts)</b>												
Farseer Skyrunner	1	𐄎	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>												
Farseer Skyrunner	1	𐄎	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; 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>												
Wraithguard	5	𐄎	4	4	5	6	1	4	1	10	3+	210
(C:EC, pg. 120); <b>Infantry</b> ; D-Scythe; Ancient Doom; Bulky; Fearless												
Wraithguard	5	𐄎	4	4	5	6	1	4	1	10	3+	210
(C:EC, pg. 120); <b>Infantry</b> ; D-Scythe; Ancient Doom; Bulky; Fearless												
Windriders	3	𐄎	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	𐄎	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	𐄎	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	𐄎	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												
Eldar Skathach Wraithknight (IA)	1	𐄎	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 Inferno Lances; 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	𐄎										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>: Combined Arms Detachment (21 𐄎, 445 pts)</b>												
Court of the Archon (HQ) [DE]	0	Grp:										10
(C:DE, pg. 71); <b>Infantry</b>												
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+	105
(C:DE, pg. 78); <b>Infantry</b> ; 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: -										[65]
(C:DE, pg. 87); <b>Vehicle</b> (Skimmer, Fast, Open-Topped, Transport); Deep Strike; <b>5 model</b> capacity; Night Vision; Flickerfield; Splinter Cannons (x2); Jink												
Kabalite Warriors (Troops) [DE]	5		4	4	3	3	1	5	1	8	5+	105
(C:DE, pg. 78); <b>Infantry</b> ; 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: -										[65]
(C:DE, pg. 87); <b>Vehicle</b> (Skimmer, Fast, Open-Topped, Transport); Deep Strike; <b>5 model</b> capacity; Night Vision; Flickerfield; Splinter Cannons (x2); Jink												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Kabalite Warriors (Troops) [DE]	5		4	4	3	3	1	5	1	8	5+	95
	(C:DE, pg. 78); <b>Infantry</b> ; 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); <b>Vehicle</b> (Skimmer, Fast, Open-Topped, Transport); Deep Strike; <b>5 model</b> capacity; Night Vision; TL Splinter Rifle; Flickerfield; Splinter Cannon; Jink											
Raider (Fast) [DE]	1	Grp: BS: 4 FA: 10 SA: 10 RA: 10 HP: 3 Save: -										65
	(C:DE, pg. 86); <b>Vehicle</b> (Skimmer, Fast, Open-Topped, Transport); Deep Strike; <b>10 model</b> capacity; Night Vision; Disintegrator Cannon (x1); Shock Prow; Jink											
Raider (Fast) [DE]	1	Grp: BS: 4 FA: 10 SA: 10 RA: 10 HP: 3 Save: -										65
	(C:DE, pg. 86); <b>Vehicle</b> (Skimmer, Fast, Open-Topped, Transport); Deep Strike; <b>10 model</b> capacity; Night Vision; Disintegrator Cannon (x1); Shock Prow; Jink											
Combined Arms Detachment [DE]	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).
<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.
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).
Hammer of Wrath	Hammer of Wrath (see WH40k, pp. 91 & 165).
Independent Character	Independent Character (see WH40k, pg. 166).
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.
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).
Psyker (Mastery Level 3)	Psyker (see WH40k, pg. 170).
Relentless	Relentless (see WH40k, pg. 170).
Runes of the Farseer	See C:E, pg. 109.
Smash	Smash (see WH40k, pg. 171).
Strikedown	Strikedown (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>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>Jump Gargantuan Creature</b>	See WH40K rulebook, pgs. 44-49.
<b>Vehicle (Skimmer, Fast, Open-Topped, Transport)</b>	See WH40K rulebook, pgs. 44-49.
Wargear	
2x Inferno Lances	36" Range; S 8; AP 1; Heavy D3+2, Melta.
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.
Ghosthelm	See C:EC, pg. 153.
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).
Shock Prow	See C:DE, pg. 108.
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).
TL Splinter Rifle	24"R, S1, AP5, Rapid Fire, Poisoned (4+), Twin-linked (C:DE, pg. 106).
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	
D-Scythe	Template; S D; AP2; Assault 1, Distort Scythe (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).
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).