

1850 Pts - Eldar - Aaron Simone 9th Overall Adepticon 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Combined Arms Detachment (11 ⚔, 647 pts)												
Farseer Skyrunner	1		5	5	3	4	3	5	1/2	10	3+4(i)	120
(C:CE, pg. 109); Eldar Jetbike ; Infantry (Character); Rune Armour; Shuriken Pistol; Ghosthelm; Eldar Jetbike; Singing Spear; TL Shuriken Catapults (x1); Hammer of Wrath; Jink; Relentless; Warlord ; Ancient Doom; Battle Focus; Independent Character; Psyker (Mastery Level 3); Runes of the Farseer; Daemonology: Sanctic Powers ; Divination ; Runes of Fate ; Telepathy												
Windriders	3		4	4	3	4	1	5	1	8	3+	81
(C:E, pp. 41 & 97); Eldar Jetbike ; 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); Eldar Jetbike ; Mesh Armour; Eldar Jetbike; Scatter Laser (x3); Hammer of Wrath; Jink; Relentless; Ancient Doom; Battle Focus												
Vaul's Wrath Support Battery	1	Grp:	To: 7 Wo: 2 Save: 3+								55	
(C:EC, pg. 130); Artillery ; D-cannon												
Guardian Crew	2		4	4	3	3	1	5	1	8	5+	[0]
Mesh Armour; Shuriken Catapult; Plasma Grenades; Ancient Doom; Battle Focus; Fleet												
Wraithknight	1		4	4	10	8	6	5	4	10	3+	310
(C:EC, pg. 136); Jump Gargantuan Creature ; Heavy Wraithcannon (x2); Scatter Laser (x1); 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
: Combined Arms Detachment (12 ⚔, 747 pts)												
Farseer Skyrunner	1		5	5	3	4	3	5	1/2	10	3+4(i)	120
(C:CE, pg. 109); Eldar Jetbike ; Infantry (Character); Rune Armour; Shuriken Pistol; Ghosthelm; Eldar Jetbike; Singing Spear; TL Shuriken Catapults (x1); Hammer of Wrath; Jink; Relentless; Ancient Doom; Battle Focus; Independent Character; Psyker (Mastery Level 3); Runes of the Farseer; Daemonology: Sanctic Powers ; Divination ; Runes of Fate ; Telepathy												
Windriders	3		4	4	3	4	1	5	1	8	3+	81
(C:E, pp. 41 & 97); Eldar Jetbike ; 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); Eldar Jetbike ; Mesh Armour; Eldar Jetbike; Scatter Laser (x3); Hammer of Wrath; Jink; Relentless; Ancient Doom; Battle Focus												
Vaul's Wrath Support Battery	1	Grp:	To: 7 Wo: 2 Save: 3+								55	
(C:EC, pg. 130); Artillery ; D-cannon												
Guardian Crew	2		4	4	3	3	1	5	1	8	5+	[0]
Mesh Armour; Shuriken Catapult; Plasma Grenades; Ancient Doom; Battle Focus; Fleet												
Wraithknight	1		4	4	10	8	6	5	4	10	3+	310
(C:EC, pg. 136); Jump Gargantuan Creature ; Heavy Wraithcannon (x2); Scatter Laser (x1); Ancient Doom; Bulky; Deep Strike; Fear; Feel No Pain; Hammer of Wrath; Move Through Cover; Relentless; Smash; Strikedown; Sword of Vaul												
Void Shield Generator	1											100
(Stronghold Assault, pg. 31); Impassible Building (AV13) with Battlements; Projected Void Shields; Additional Projected Void Shields (x2)												
Combined Arms Detachment	1	Grp: Detachment										0

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Formation: Aspect Host (15 \times, 315 pts)												
Aspect Host	1	Auxilia										315
(C:EC, pg. 94); Warp Spiders; Warp Spiders; Warp Spiders; Rites of Battle; Shrinekeepers												
Warp Spiders	4		4	4	3	3	1	5	1	9	3+	[105]
(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	4		4	4	3	3	1	5	1	9	3+	[105]
(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	4		4	4	3	3	1	5	1	9	3+	[105]
(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												
: Officio Assassinorum Detachment (1 \times, 140 pts)												
Culexus Assassin (Elite) [OA]	1		8		4	4	3	7	4	10	-/4(i)	140
(Officio Assassinorum *updated in WD 65); (Mont'ka - The Rules, pg. 60); Infantry (Character); Psyk-out Grenades; Etherium; Animus Speculum; Fear; Fearless; Independent Operative; Infiltrate; Life Drain; Lightning Reflexes; Move Through Cover; No Escape; Preferred Enemy (Psykers); Psychic Abomination												
Officio Assassinorum Detachment [OA]	1	Grp: Detachment										0
(Mont'ka - The Rules, pg. 56)												
Total Cost:											1849	

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).
Divination	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).
Runes of Fate	0 - Guide, 1 - Executioner, 2 - Doom, 3 - Will of Asuryan, 4 - Fortune, 5 - Miind War, 6 - Eldritch Storm (C:E, pg. 71).
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	
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).
Independent Character	Independent Character (see WH40k, pg. 166).
Independent Operative	A model with this special rule can never be joined by another character. If a model with this special rule is your army's Warlord, it never has a Warlord trait. (See Officio Assassinorum or Mont'ka - The Rules, pg. 64).
Infiltrate	Infiltrate (see WH40k, pg. 167).
Iron Resolve	See C:EC, pg. 124.

Jink	Jink (see WH40k, pg. 167).
Life Drain	Armour saves cannot be taken against Wounds inflicted by a Culexus Assassin's close combat attacks. Any close combat attack inflicted by a Culexus Assassin that rolls a 6 To Wound has the Instant Death special rule. Any close combat attack inflicted by a Culexus Assassin that is allocated to a Psyker has the Instant Death special rule. (See Officio Assassinorum or Mont'ka - The Rules, pg. 60).
Lightning Reflexes	A model with this special rule has a 4+ invulnerable save. In addition, they do not suffer the penalty to their Initiative for charging enemies through difficult terrain (See Officio Assassinorum or Mont'ka - The Rules, pg. 64).
Move Through Cover	Move Through Cover (see WH40k, pg. 168).
No Escape	Enemy characters suffer a -2 penalty to their Look Out, Sir tests against any Wounds inflicted by a model with this special rule. (See Officio Assassinorum or Mont'ka - The Rules, pg. 64).
Preferred Enemy (Psykers)	Preferred Enemy (see WH40k, pg. 169).
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).
Psychic Abomination	Psykers, friend or foe, within 12" of a Culexus Assassin have -3 Leadership, do not generate any Warp Charge and only harness Warp Charge points on a 6. A Culexus Assassin can never be targeted or affected by psychic power - other units in the Culexus Assassin's vicinity that are hit by beam or nova powers, or by Witchfire powers that use templates, are hit/ affected normally. Any blessing or malediction psychic powers affecting a unit immediately cease to be in effect if the unit moves within 12" of a Culexus Assassin or vice versa. (See Officio Assassinorum or Mont'ka - The Rules, pg. 60).
Psyker (Mastery Level 3)	Psyker (see WH40k, pg. 170).
Relentless	Relentless (see WH40k, pg. 170).
Rites of Battle	See C:EC, pg. 157.
Runes of the Farseer	See C:E, pg. 109.
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.)
Terrain Type	
Impassible Building (AV13) with Battlements	Impassible Building (AV13) with Battlements (See Stronghold Assault, pg. 31)
Unit Type	
Artillery	Artillery (see WH40k, pg. 64).
Character	Character (see WH40k, pg. 100).
Eldar Jetbike	See WH40k, pg. 45.
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.
Wargear	
Animus Speculum	18" Range; S 5; AP 1; Assault X, Absorbed Warp Charge (see Officio Assassinorum or Mont'ka - The Rules, pg. 67).
Eldar Jetbike	See WH40k, pg. 45.
Etherium	Whenever enemy units target a Culexus Assassin with shooting or close combat attack, the shots/attacks are always resolved as if the attacking unit had a Ballistic Skill and Weapon Skill of 1 (see Officio Assassinorum or Mont'ka - The Rules, pg. 67).
Ghosthelm	See C:EC, pg. 153.
Heavy Aspect Armour	See C:E, pg. 65.
Heavy Wraithcannon	36" Range; S D; AP 2; Assault 1 (C:EC, pg. 149).
Mesh Armour	See C:E, pg. 65.

Psyk-out Grenades	Shooting: When a unit armed with psyk-out grenades makes a shooting attack, one model can choose to throw a grenade, rather than using another shooting weapon. 8" Range; S 2; AP -; Assault 1, Blast, Psi-shock. Assault: Models with the Psyker, Brotherhood of Psykers/Sorcerers or Psychic Pilot special rules that are charging a unit equipped with psyk-out grenades do not gain bonus Attacks from charging. However, if the charged unit was already locked in combat from a previous turn, or has gone to ground, these grenades have no effect and the attackers gain bonus Attacks as normal. (See Officio Assassinorum or Mont'ka - The Rules, pg. 65.)
Scatter Laser	36"R; S6; AP6; Heavy 4 (C:EC, pg 149).
Warp Jump Generators	See C:EC, pg. 153.
Weapons	
D-cannon	24"R; S D; AP2; Heavy 1, Barrage, Blast (C:EC, pg. 149).
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.
Scatter Laser	36"R; S6; AP6; Heavy 4 (C:EC, pg 149).
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).
Singing Spear	12"R; S9; AP -; Assault 1, Fleshbane. S User, AP -, Melee, Armourbane, Fleshbane (C:EC, pg. 152).
TL Shuriken Catapults	12"R; S4; AP5; Assault 2, Bladestorm, Twin Linked (C:E, pg 68).