

## 1850 Pts - Eldar - Ben Drennan 3rd Overall March Madness 2016

| Name   | # | Grp   | WS | BS | S  | T | Wo | I | A | Ld | Save   | Cost  |
|--|---|---|----|----|----|---|----|---|---|----|--------|-------|
| <b>: Combined Arms Detachment (14 ⚔, 848 pts)</b>  |   |   |    |    |    |   |    |   |   |    |        |       |
| Autarch Skyrunner  | 1 |   | 6  | 6  | 3  | 4 | 3  | 6 | 3 | 10 | 3+4(i) | 95    |
| (C:EC, pg. 108); <b>Eldar Jetbike</b> ; <b>Infantry</b> (Character); Heavy Aspect Armour; Haywire Grenades; Plasma Grenades; Forceshield; Fusion Pistol; TL Shuriken Catapults (x1); Eldar Jetbike; Hammer of Wrath; Jink; Relentless; <b>Warlord</b> ; Ancient Doom; Battle Focus; 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   |   |   |    |    |    |   |    |   |   |    |        |       |
| War Walker Squadron  | 1 | Grp:  |    |    |    |   |    |   |   |    |        | 180   |
| Walker; (C:EC, pg. 134); <b>Vehicle</b> (Walker, Open-Topped); Power Field; Hammer of Wrath; Ancient Doom; Battle Focus; Fleet; Scout  |   |   |    |    |    |   |    |   |   |    |        |       |
| War Walker   | 1 | Grp: - WS: 4 BS: 4 St: 5 In: 5 At: 2 FA: 10 SA: 10 RA: 10 HP: |    |    |    |   |    |   |   |    |        | [60]  |
| 2 Save: -/5(i)   |   |   |    |    |    |   |    |   |   |    |        |       |
| Scatter Laser; Scatter Laser   |   |   |    |    |    |   |    |   |   |    |        |       |
| War Walker   | 1 | Grp: - WS: 4 BS: 4 St: 5 In: 5 At: 2 FA: 10 SA: 10 RA: 10 HP: |    |    |    |   |    |   |   |    |        | [60]  |
| 2 Save: -/5(i)   |   |   |    |    |    |   |    |   |   |    |        |       |
| Scatter Laser; Scatter Laser   |   |   |    |    |    |   |    |   |   |    |        |       |
| War Walker   | 1 | Grp: - WS: 4 BS: 4 St: 5 In: 5 At: 2 FA: 10 SA: 10 RA: 10 HP: |    |    |    |   |    |   |   |    |        | [60]  |
| 2 Save: -/5(i)   |   |   |    |    |    |   |    |   |   |    |        |       |
| Scatter Laser; Scatter Laser   |   |   |    |    |    |   |    |   |   |    |        |       |
| 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  |   |   |    |    |    |   |    |   |   |    |        |       |
| Combined Arms Detachment   | 1 | Grp: Detachment   |    |    |    |   |    |   |   |    | 0      |       |
| <b>Formation: Aspect Host (18 ⚔, 387 pts)</b>  |   |   |    |    |    |   |    |   |   |    |        |       |
| Aspect Host  | 1 | Auxiliar  |    |    |    |   |    |   |   |    |        | 387   |
| (C:EC, pg. 94); Warp Spiders; Warp Spiders; Warp Spiders; Rites of Battle; Shrinekeepers   |   |   |    |    |    |   |    |   |   |    |        |       |
| Warp Spiders   | 5 |   | 4  | 4  | 3  | 3 | 1  | 5 | 1 | 9  | 3+     | [129] |
| (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+     | [34]  |
| <b>Character</b> ; TL Death Spinner; Iron Resolve  |   |   |    |    |    |   |    |   |   |    |        |       |
| Warp Spiders   | 5 |   | 4  | 4  | 3  | 3 | 1  | 5 | 1 | 9  | 3+     | [129] |
| (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+     | [34]  |
| <b>Character</b> ; TL Death Spinner; Iron Resolve  |   |   |    |    |    |   |    |   |   |    |        |       |
| Warp Spiders   | 5 |   | 4  | 4  | 3  | 3 | 1  | 5 | 1 | 9  | 3+     | [129] |
| (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+     | [34]  |
| <b>Character</b> ; TL Death Spinner; Iron Resolve  |   |   |    |    |    |   |    |   |   |    |        |       |

| Name   | # | Grp   | WS | BS | S | T | Wo | I | A | Ld | Save        | Cost  |
|--|---|---|----|----|---|---|----|---|---|----|-------------|-------|
| <b>Formation: Aspect Host (16 <math>\times</math>, 615 pts)</b>  |   |   |    |    |   |   |    |   |   |    |             |       |
| Aspect Host  | 1 | Auxilia                                       |    |    |   |   |    |   |   |    |             | 615   |
| (C:EC, pg. 94); Dark Reapers; Dark Reapers; Fire Dragons; Rites of Battle; Shrinekeepers   |   |   |    |    |   |   |    |   |   |    |             |       |
| Dark Reapers   | 4 |   | 4  | 4  | 3 | 3 | 1  | 5 | 1 | 9  | 3+          | [180] |
| (C:EC, pg. 129); <b>Infantry</b> ; Heavy Aspect Armour; Reaper Launcher (Starswarm); Reaper Launcher (Starshot); 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]  |
| <b>Character</b> ; Reaper Launcher (Starswarm); Reaper Launcher (Starshot); Fast Shot  |   |   |    |    |   |   |    |   |   |    |             |       |
| Dark Reapers   | 4 |   | 4  | 4  | 3 | 3 | 1  | 5 | 1 | 9  | 3+          | [180] |
| (C:EC, pg. 129); <b>Infantry</b> ; Heavy Aspect Armour; Reaper Launcher (Starswarm); Reaper Launcher (Starshot); 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]  |
| <b>Character</b> ; Reaper Launcher (Starswarm); Reaper Launcher (Starshot); Fast Shot  |   |   |    |    |   |   |    |   |   |    |             |       |
| Fire Dragons   | 4 |   | 4  | 4  | 3 | 3 | 1  | 5 | 1 | 9  | 3+          | [255] |
| (C:EC, pg. 119); <b>Infantry</b> ; Heavy Aspect Armour; Fusion Gun; Melta Bombs; Ancient Doom; Assured Destruction: See C:EC, pg. 119.; Battle Focus; Fleet  |   |   |    |    |   |   |    |   |   |    |             |       |
| Fire Dragon Exarch   | 1 |   | 5  | 5  | 3 | 3 | 2  | 6 | 2 | 9  | 3+          | [32]  |
| <b>Character</b> ; Heavy Aspect Armour; Fusion Gun; Crack Shot   |   |   |    |    |   |   |    |   |   |    |             |       |
| Wave Serpent   | 1 | Grp: BS: 4 FA: 12 SA: 12 RA: 10 HP: 3 Save: - |    |    |   |   |    |   |   |    |             | [135] |
| (C:EC, pg. 122); <b>Vehicle</b> (Tank, Fast, Skimmer, Transport); <b>12 model</b> capacity; TL Scatter Lasers; Shuriken Cannon; Serpent Shield; Ghostwalk Matrix; Jink; Move Through Cover                                   |   |   |    |    |   |   |    |   |   |    |             |       |
| <b>Total Cost:</b>   |   |   |    |    |   |   |    |   |   |    | <b>1850</b> |       |

#### Option Footnotes

| Warlord Traits        |   |
|-----------------------|---|
| <b>Warlord</b>        | See WH40k, pg. 124.   |
| Vehicle Equipment     |   |
| Ghostwalk Matrix      | See C:EC, pg. 154.  |
| Power Field           | See C:EC, pg. 154.  |
| Serpent Shield        | 24"R, S6, AP -, Assault 2D6, Ignores Cover, One Use Only, Strikedown (C:EC, pg. 155).   |
| Special Rules         |   |
| Ancient Doom          | See C:E, pg. 25.  |
| Battle Focus          | See C:EC, pg. 148.  |
| Bulky                 | Bulky (see WH40k, pg. 159).   |
| Crack Shot            | See C:EC, pg. 119.  |
| Deep Strike           | Deep Strike (see WH40k, pg. 162).   |
| Fast Shot             | See C:E, pg. 129.   |
| 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).  |
| Independent Character | Independent Character (see WH40k, pg. 166).   |
| Iron Resolve          | See C:EC, pg. 124.  |
| Jink                  | Jink (see WH40k, pg. 167).  |
| Move Through Cover    | Move Through Cover (see WH40k, pg. 168).  |
| 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.  |
| Slow and Purposeful   | Slow and Purposeful (see WH40k, pg. 171).   |
| Smash                 | Smash (see WH40k, pg. 171).   |
| Strikedown            | Strikedown (see WH40k, pg. 172).  |
| The Path of Command   | See C:CE, pg. 108.  |
| 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.) |

| 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 (Tank, Fast, Skimmer, Transport)</b> | Vehicle (Skimmer, Tank, Fast, Transport) (see WH40k, pgs. 89, 92-93, 88, 80-82).  |
| <b>Vehicle (Walker, Open-Topped)</b>            | See WH40K rulebook, pgs. 44-49.   |
| Wargear   |   |
| 2x Deathshroud Cannons                          | Focused: Heelstorm; S 7; AP 4; Heavy 1, Monofilament, Shred.<br>Dispersed: 48" Range; S 7; AP 4; Heavy 1, Shred, Massive Blast (7"), Monofilament.  |
| Eldar Jetbike                                   | See WH40k, pg. 45.  |
| Heavy Aspect Armour                             | See C:E, pg. 65.  |
| Mesh Armour                                     | See C:E, pg. 65.  |
| Power Field                                     | See C:EC, pg. 154.  |
| Reaper Rangefinder                              | See C:EC, pg. 153.  |
| Scatter Laser                                   | 36"R; S6; AP6; Heavy 4 (C:EC, pg 149).  |
| 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).   |
| Fusion Gun                                      | 12"R; S8; AP1; Assault 1; Melta (C:EC, pg. 149).  |
| Fusion Pistol                                   | 6"R; S8; AP1; Pistol, Melta (C:EC, pg. 149).  |
| Haywire Grenades                                | 8"R; S 2; AP -; Assault 1, Haywire (WH40k, pg. 62).   |
| Melta Bombs                                     | S 8; AP 1; Armourbane, Unwieldy (see WH40k, pg. 181).   |
| 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).   |
| Scatter Laser                                   | 36"R; S6; AP6; Heavy 4 (C:EC, pg 149).  |
| Shuriken Cannon                                 | 24"R; S6; AP5; Assault 3, Bladestorm (C:EC, pg. 150).   |
| TL Death Spinner                                | 12"R; S6; AP -; Assault 2, Monofilament, Twin-linked (C:E, pg. 63).   |
| TL Scatter Lasers                               | 36"R; S6; AP6; Heavy 4, Laser Lock, Twin Linked (C:E, pg 62).   |
| TL Shuriken Catapults                           | 12"R; S4; AP5; Assault 2, Bladestorm, Twin Linked (C:E, pg 68).   |