

1850 Pts - Eldar - Brett Perkins 2nd Overall Adepticon 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Combined Arms Detachment (16 ⚔, 1021 pts)												
Farseer Skyrunner	1		5	5	3	4	3	5	1/2	10	3+4(i)	115
(C:CE, pg. 109); Eldar Jetbike ; Infantry (Character); Rune Armour; Shuriken Pistol; Witchblade; Ghosthelm; Eldar Jetbike; 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+	51
(C:E, pp. 41 & 97); Eldar Jetbike ; Mesh Armour; Eldar Jetbike; TL Shuriken Catapults (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); Eldar Jetbike ; Mesh Armour; Eldar Jetbike; TL Shuriken Catapults (x3); Hammer of Wrath; Jink; Relentless; Ancient Doom; Battle Focus												
Warp Spiders	5		4	4	3	3	1	5	1	9	3+	124
(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												
Eldar Lynx (IA)	1	Grp:	BS: 4	FA: 12	SA: 12	RA: 11	HP: 5	Save: -				270
(The Doom of Mymeara - 2E, pg. 194); Vehicle (Flyer w/ Hover mode); Lynx Pulsar; Shuriken Cannon; Corsair Kinetic Shroud; Deep Strike; Sky-hunter												
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 Vault												
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
: Combined Arms Detachment (13 ⚔, 692 pts)												
Farseer Skyrunner	1		5	5	3	4	3	5	1/2	10	3+4(i)	115
(C:CE, pg. 109); Eldar Jetbike ; Infantry (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; 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												
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												
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 Vault												
Combined Arms Detachment	1	Grp: Detachment										0
: Inquisitorial Detachment (7 ⚔, 136 pts)												
Inquisitor Coteaz (HQ) [Inq]	1		4	4	3/6	3	3	4/1	3	10	2+	100
(Codex: Inquisition); Infantry (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
Inquisitorial Henchmen Warband (Elite) [Inq]	1											18
	(Codex: Inquisition); Infantry ; Acolyte; Acolyte; Psyker											
Acolyte [Inq]	1		3	3	3	3	1	3	1/2	8	5+	[4]
	(Codex: Inquisition); Infantry ; Flak Armour; Chainsword; Laspistol											
Acolyte [Inq]	1		3	3	3	3	1	3	1/2	8	5+	[4]
	(Codex: Inquisition); Infantry ; Flak Armour; Chainsword; Laspistol											
Psyker [Inq]	1		3	3	3	3	1	3	1	8	5+	[10]
	(Codex: Inquisition); Infantry ; Flak Armour; Laspistol; Brotherhood of Psykers; Psychic Barrage											
Inquisitorial Henchmen Warband (Elite) [Inq]	1											18
	(Codex: Inquisition); Infantry ; Acolyte; Acolyte; Psyker											
Acolyte [Inq]	1		3	3	3	3	1	3	1/2	8	5+	[4]
	(Codex: Inquisition); Infantry ; Flak Armour; Chainsword; Laspistol											
Acolyte [Inq]	1		3	3	3	3	1	3	1/2	8	5+	[4]
	(Codex: Inquisition); Infantry ; Flak Armour; Chainsword; Laspistol											
Psyker [Inq]	1		3	3	3	3	1	3	1	8	5+	[10]
	(Codex: Inquisition); Infantry ; Flak Armour; Laspistol; Brotherhood of Psykers; Psychic Barrage											
Inquisitorial Detachment [Inq]	1	Grp: Detachment										0
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).
Psychic Barrage	Psychic Barrage (see C:GK, pg. 51).
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.
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).
Iron Resolve	See C:EC, pg. 124.
Jink	Jink (see WH40k, pg. 167).
Lord of Formosa	Lord of Formosa (see Codex: Inquisition).
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.
Sky-hunter	As a lumbering airborne combatant, the Corsair Lynx may not Jink and may only fire Snap Shots while operating as a Zooming Flyer, but when operating in Hover mode, it counts as a Fast Skimmer with the Tank type. The controlling player may choose to have a Corsair Lynx deployed on the table in Hoivre mode as a Fast Skimmer during normal deployment, before the start of the first turn. If this option is utilized then the Lynx may not revert to a Zooming Flyer until the beginning of turn 2. (See IA11 - 2E, pg. 173.)
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).
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	
Character	Character (see WH40k, pg. 100).
Eldar Jetbike	See WH40k, pg. 45.
Infantry	See WH40K rulebook, pgs. 44-49.
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 (Flyer w/ Hover mode)	See WH40K rulebook, pgs. 44-49.
Wargear	
Artificer Armour	Confers a 2+ Armour save.
Bolt Pistol	12" Range; S 4; AP 5; Pistol.
Chainsword	S User; AP - ; Melee.
Corsair Kinetic Shroud	A vehicle equipped with a Corsair kinetic shroud that moves at least 6" in the Movement phase gains a 5+ invulnerable save against shooting attacks until the beginning of its controlling player's next player turn. When moving Flat Out or making a Run move and moving the maximum allowed distance, a vehicle with a Corsair kinetic shroud gains a 4+ Invulnerable save against shooting attacks until the beginning of its controlling player's next player turn. On turns in which a vehicle with a Corsair kinetic shroud enters play using Deep Strike, it counts as having moved Flat Out, gaining a 4+ invulnerable save against Shooting attacks, and may re-roll any failed Invulnerable saves until the beginning of its controlling player's next player turn. (See IA11 - 2E, pg. 156).
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.
Heavy Wraithcannon	36" Range; S D; AP 2; Assault 1 (C:EC, pg. 149).
Krak Grenades	Range 8"; S 6; AP 4; Assault 1.
Laspistol	Range: 12"; S 3; AP -; Pistol.
Lynx Pulsar	Saturation: 48" Range; S D; AP 2; Ordnance 1, Large Blast (5"). Salvo: 48" Range; S D; AP 2; Ordnance 3, Twin-linked.
Master-crafted Nemesis Daemonhammer	Master-crafted Nemesis (see C:GK, pg. 54).
Mesh Armour	See C:E, pg. 65.

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).
Shuriken Cannon	24"R; S6; AP5; Assault 3, Bladestorm (C:EC, pg. 150).
Warp Jump Generators	See C:EC, pg. 153.
Weapons	
Death Spinner	12"R; S6; AP -; Assault 2, Monofilament (C:E, 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).