

## 1850 Pts - Eldar - Chris Hanes 7th Overall Adepticon 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>: Combined Arms Detachment (30  , 1186 pts)</b>												
Autarch Skyrunner	1		6	6	3/6	4	3	6	3/4	10	3+/4(i)	95
(C:EC, pg. 108); <b>Eldar Jetbike</b> ; <b>Infantry</b> (Character); Heavy Aspect Armour; Shuriken Pistol; Haywire Grenades; Plasma Grenades; Forceshield; Laser Lance; TL Shuriken Catapults (x1); Eldar Jetbike; Hammer of Wrath; Jink; Relentless; <b>Warlord</b> ; Ancient Doom; Battle Focus; Independent Character; The Path of Command												
Farseer Skyrunner	1		5	5	3	4	3	5	1/2	10	3+/4(i)	130
(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> ; The Spirit Stone of Anath'lan												
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+	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												
Vaul's Wrath Support Battery	1	Grp:	To: 7 Wo: 2 Save: 3+								55	
(C:EC, pg. 130); <b>Artillery</b> ; 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												
Vaul's Wrath Support Battery	1	Grp:	To: 7 Wo: 2 Save: 3+								55	
(C:EC, pg. 130); <b>Artillery</b> ; 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												
Vaul's Wrath Support Battery	1	Grp:	To: 7 Wo: 2 Save: 3+								55	
(C:EC, pg. 130); <b>Artillery</b> ; 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); <b>Jump Gargantuan Creature</b> ; 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

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>Formation: Aspect Host (15 ⚔, 315 pts)</b>												
Aspect Host	1	Auxiliai										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); <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	4		4	4	3	3	1	5	1	9	3+	[105]
(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	4		4	4	3	3	1	5	1	9	3+	[105]
(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												
<b>Formation: Aspect Host (15 ⚔, 315 pts)</b>												
Aspect Host	1	Auxiliai										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); <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	4		4	4	3	3	1	5	1	9	3+	[105]
(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	4		4	4	3	3	1	5	1	9	3+	[105]
(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												
<b>: Inquisitorial Detachment (1 ⚔, 34 pts)</b>												
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 Detachment [Inq]	1	Grp: Detachment										0
<b>Total Cost:</b>											<b>1850</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	
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).
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).
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).
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.)
The Path of Command	See C:CE, pg. 108.
Unit Type	
<b>Artillery</b>	Artillery (see WH40k, pg. 64).
<b>Character</b>	Character (see WH40k, pg. 100).
<b>Eldar Jetbike</b>	See WH40k, pg. 45.
<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.
Wargear	
Bolt Pistol	12" Range; S 4; AP 5; Pistol.
Carapace Armour	Confers a 4+ Armour Save.
Chainsword	S User; AP -; Melee.
Eldar Jetbike	See WH40k, pg. 45.
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.
Mesh Armour	See C:E, pg. 65.
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).
The Spirit Stone of Anath'lan	See C:EC, pg. 154.
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).
Haywire Grenades	8"R; S 2; AP -; Assault 1, Haywire (WH40k, pg. 62).
Laser Lance	6"R; S6; AP3; Assault 1, Lance. S+3/User, AP3, Melee, Lance (C:EC, pg. 152).
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).
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).