

1850 Pts - Eldar - Joe Darbison 3rd Overall Lantasy 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost	
: Combined Arms Detachment (32 x, 1847 pts)													
Farseer Skyrunner	1		5	5	3	4	3	5	1/2	10	3+/4(i)	135	
(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 ; The Spirit Stone of Anath'lan													
Wraithguard	5		4	4	5	6	1	4	1	10	3+	325	
(C:EC, pg. 120); Infantry ; D-Scythe; Ancient Doom; Bulky; Fearless													
Wave Serpent	1	Grp:	BS: 4	FA: 12	SA: 12	RA: 10	HP: 3	Save: -					[115]
(C:EC, pg. 122); Vehicle (Tank, Fast, Skimmer, Transport); 12 model capacity; TL Scatter Lasers; TL Shuriken Catapults; Serpent Shield; Jink													
Windriders	5		4	4	3	4	1	5	1	8	3+	135	
(C:E, pp. 41 & 97); Eldar Jetbike ; Mesh Armour; Eldar Jetbike; Scatter Laser (x5); Hammer of Wrath; Jink; Relentless; Ancient Doom; Battle Focus													
Windriders	5		4	4	3	4	1	5	1	8	3+	135	
(C:E, pp. 41 & 97); Eldar Jetbike ; Mesh Armour; Eldar Jetbike; Scatter Laser (x5); 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													
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													
Eldar Hornet Squadron (IA)	1											160	
(The Doom of Mymeara - 2E, pg. 192); Ghostwalk Matrix; Star Engines; Eldar Hornet (IA); Move Through Cover													
Eldar Hornet (IA)	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 10	HP: 2	Save: -					[80]
(The Doom of Mymeara - 2E, pg. 192); Vehicle (Skimmer, Fast); Star Engines; Pulse Laser (x2); Ghostwalk Matrix; Acute Senses; Jink; Scout; Skimmer Assault; Move Through Cover													
Eldar Hornet (IA)	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 10	HP: 2	Save: -					[80]
(The Doom of Mymeara - 2E, pg. 192); Vehicle (Skimmer, Fast); Star Engines; Pulse Laser (x2); Ghostwalk Matrix; Acute Senses; Jink; Scout; Skimmer Assault; Move Through Cover													
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(The Doom of Mymeara - 2E, pg. 192); Ghostwalk Matrix; Star Engines; Eldar Hornet (IA); Move Through Cover													
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(The Doom of Mymeara - 2E, pg. 192); Vehicle (Skimmer, Fast); Star Engines; Pulse Laser (x2); Ghostwalk Matrix; Acute Senses; Jink; Scout; Skimmer Assault; Move Through Cover													
Eldar Hornet (IA)	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 10	HP: 2	Save: -					[80]
(The Doom of Mymeara - 2E, pg. 192); Vehicle (Skimmer, Fast); Star Engines; Pulse Laser (x2); Ghostwalk Matrix; Acute Senses; Jink; Scout; Skimmer Assault; Move Through Cover													
Eldar Hornet Squadron (IA)	1											240	
(The Doom of Mymeara - 2E, pg. 192); Ghostwalk Matrix; Star Engines; Eldar Hornet (IA); Eldar Hornet (IA); Move Through Cover													
Eldar Hornet (IA)	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 10	HP: 2	Save: -					[80]
(The Doom of Mymeara - 2E, pg. 192); Vehicle (Skimmer, Fast); Star Engines; Pulse Laser (x2); Ghostwalk Matrix; Acute Senses; Jink; Scout; Skimmer Assault; Move Through Cover													
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(The Doom of Mymeara - 2E, pg. 192); Vehicle (Skimmer, Fast); Star Engines; Pulse Laser (x2); Ghostwalk Matrix; Acute Senses; Jink; Scout; Skimmer Assault; Move Through Cover													
Eldar Hornet (IA)	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 10	HP: 2	Save: -					[80]
(The Doom of Mymeara - 2E, pg. 192); Vehicle (Skimmer, Fast); Star Engines; Pulse Laser (x2); Ghostwalk Matrix; Acute Senses; Jink; Scout; Skimmer Assault; Move Through Cover													
Wraithknight	1		4	4	10	8	6	5	4	10	3+/5(i)	295	
(C:EC, pg. 136); Jump Gargantuan Creature ; Ghostglave; Scattershield; Ancient Doom; Bulky; Deep Strike; Fear; Feel No Pain; Hammer of Wrath; Move Through Cover; Relentless; Smash; Strikedown; Sword of Vault													

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
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
Total Cost:											1847	

Option Footnotes

Warlord Traits	
Warlord	See WH40k, pg. 124.
Vehicle Equipment	
Serpent Shield	24"R, S6, AP -, Assault 2D6, Ignores Cover, One Use Only, Strikedown (C:EC, pg. 155).
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 - Mind 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	
Acute Senses	Acute Senses (see WH40k, pg. 157).
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).
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).
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 3)	Psyker (see WH40k, pg. 170).
Relentless	Relentless (see WH40k, pg. 170).
Runes of the Farseer	See C:E, pg. 109.
Scout	Scout (see WH40k, pg. 171).
Skimmer Assault	A vehicle with this special rule that moves Flat Out may fire all its weapons as Snap Shots in the same turn. (See IA11 - 2E, pg. 171.)
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	
Eldar Jetbike	See WH40k, pg. 45.
Infantry	Infantry (see WH40k, pg. 62).

Infantry (Character)	See WH40K rulebook, pgs. 44-49.
Jump Gargantuan Creature	See WH40K rulebook, pgs. 44-49.
Vehicle (Skimmer, Fast)	See WH40K rulebook, pgs. 44-49.
Vehicle (Tank, Fast, Skimmer, Transport)	Vehicle (Skimmer, Tank, Fast, Transport) (see WH40k, pgs. 89, 92-93, 88, 80-82).
Wargear	
Eldar Jetbike	See WH40k, pg. 45.
Ghostglaive	S D, AP 2, Melee, Master-crafted (C:EC, pg. 151).
Ghosthelm	See C:EC, pg. 153.
Ghostwalk Matrix	See C:EC, pg. 154.
Mesh Armour	See C:E, pg. 65.
Pulse Laser	48"R; S8; AP2; Heavy 2 (C:EC, pg. 149).
Star Engines	See C:EC, pg. 154.
The Spirit Stone of Anath'lan	See C:EC, pg. 154.
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).
Singing Spear	12"R; S9; AP -; Assault 1, Fleshbane. S User, AP -, Melee, Armourbane, Fleshbane (C:EC, pg. 152).
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).