

1850 Pts - Eldar - Phil Rodokanakis 15th Overall Adepticon 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Formation: Seer Council (7 , 480 pts)												
Seer Council	1	Comm:										480
(C:EC, pg. 94); Path of the Seer; Psychic Bond; Psychic Might												
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												
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												
Warlock Conclave	1	Grp:										[250]
(C:EC, pg. 110); Brotherhood of Psykers (Mastery Level 2); Daemonology: Sanctic Powers ; Runes of Battle												
Warlock Skyrunner	1	-	4	4	3	4	1	5	1/2	8	3+4(i)	[50]
Eldar Jetbike ; Rune Armour; Shuriken Pistol; Eldar Jetbike; Witchblade; TL Shuriken Catapults (x1); Hammer of Wrath; Jink; Relentless; Ancient Doom; Battle Focus												
Warlock Skyrunner	1	-	4	4	3	4	1	5	1/2	8	3+4(i)	[50]
Eldar Jetbike ; Rune Armour; Shuriken Pistol; Eldar Jetbike; Witchblade; TL Shuriken Catapults (x1); Hammer of Wrath; Jink; Relentless; Ancient Doom; Battle Focus												
Warlock Skyrunner	1	-	4	4	3	4	1	5	1/2	8	3+4(i)	[50]
Eldar Jetbike ; Rune Armour; Shuriken Pistol; Eldar Jetbike; Witchblade; TL Shuriken Catapults (x1); Hammer of Wrath; Jink; Relentless; Ancient Doom; Battle Focus												
Warlock Skyrunner	1	-	4	4	3	4	1	5	1/2	8	3+4(i)	[50]
Eldar Jetbike ; Rune Armour; Shuriken Pistol; Eldar Jetbike; Witchblade; TL Shuriken Catapults (x1); Hammer of Wrath; Jink; Relentless; Ancient Doom; Battle Focus												
: Combined Arms Detachment (9 , 517 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												
Baharroth	1		7	7	4	4	3	7	4	10	2+	170
(C:EC, p106); Jump Units (Character); Phoenix Armour; Hawk's Talon; Grenade Pack; Haywire Grenades; Plasma Grenades; Swooping Hawk Wings; The Shining Blade; Bulky; Deep Strike; Ancient Doom; Battle Focus; Eternal Warrior; Fearless; Fleet; Hit & Run; Independent Character; Sun's Brilliance												
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+	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												
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
: Combined Arms Detachment (14 852 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												
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	8		4	4	3	4	1	5	1	8	3+	216
(C:E, pp. 41 & 97); Eldar Jetbike ; Mesh Armour; Eldar Jetbike; Scatter Laser (x8); 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												
Wraithknight	1		4	4	10	8	6	5	4	10	3+	325
(C:EC, pg. 136); Jump Gargantuan Creature ; Heavy Wraithcannon (x2); Scatter Laser (x2); 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
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 Battle	0 - Conceal/Reveal, 1 - Destructor/ Renewer, 2 - Embolden/ Horrify, 3 - Enhance/ Drain, 4 - Protect/ Jinx, 5 - Quicken/ Restrain, 6 - Empower/Enervate (C:E, pg. 70).
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 (Mastery Level 2)	Brotherhood of Psykers/ Sorcerers (see WH40k, pg. 159).
Bulky	Bulky (see WH40k, pg. 159).
Deep Strike	Deep Strike (see WH40k, pg. 162).
Eternal Warrior	Eternal Warrior (see WH40k, pg. 163).
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).
Hammer of Wrath	Hammer of Wrath (see WH40k, pp. 91 & 165).
Hit & Run	Hit & Run (see WH40k, pg. 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).
Path of the Seer	See C:EC, pg. 141.

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 Bond	See C:EC, pg. 141.
Psychic Might	See C:EC, pg. 141.
Psyker (Mastery Level 3)	Psyker (see WH40k, pg. 170).
Relentless	Relentless (see WH40k, pg. 170).
Runes of the Farseer	See C:E, pg. 109.
Smash	Smash (see WH40k, pg. 171).
Strikedown	Strikedown (see WH40k, pg. 172).
Sun's Brilliance	See C:E, pg. 60.
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 (Character)	See WH40K rulebook, pgs. 44-49.
Jump Gargantuan Creature	See WH40K rulebook, pgs. 44-49.
Jump Units (Character)	See WH40K rulebook, pgs. 44-49.
Wargear	
Eldar Jetbike	See WH40k, pg. 45.
Ghosthelm	See C:EC, pg. 153.
Heavy Wraithcannon	36" Range; S D; AP 2; Assault 1 (C:EC, pg. 149).
Mesh Armour	See C:E, pg. 65.
Phoenix Armour	See C:E, pg. 65.
Scatter Laser	36"R; S6; AP6; Heavy 4 (C:EC, pg 149).
Swooping Hawk Wings	See C:EC, pg. 153.
Weapons	
Grenade Pack	24"R, S4, AP4, Assault 1, Barrage, Blast, Ignores Cover, Skyburst (C:E, pg. 153).
Hawk's Talon	24"R; S5; AP5; Assault 3 (C:E, pg. 62).
Haywire Grenades	8"R; S 2; AP -; Assault 1, Haywire (WH40k, pg. 62).
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 Pistol	12"R; S4; AP5; Pistol, Bladestorm (C:EC, pg 150).
The Shining Blade	S User, AP3, Melee, Blind (C:E, pg. 60).
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).