












# 1850 Pts - Eldar - Ricky Johnson 2nd Overall Capitol City Bloodbath 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>: Combined Arms Detachment (36  , 1399 pts)</b>												
Farseer Skyrunner	1		5	5	3	4	3	5	1/2	10	3+/4(i)	115
(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; <b>Warlord</b> ; 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>												
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												
Crimson Hunter	1	Grp: 	BS: 4 FA: 10 SA: 10 RA: 10 HP: 3 Save: -									140
(C:EC, pg. 126); <b>Vehicle</b> (Flyer); Pulse Laser; Bright Lance (x2); Skyhunter; Vector Dancer; Skyfire												
War Walker Squadron	1	Grp: 										195
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:	[65]
2 Save: -/5(i) Starcannon; Scatter Laser												
War Walker	1	Grp: -	WS: 4	BS: 4	St: 5	In: 5	At: 2	FA: 10	SA: 10	RA: 10	HP:	[65]
2 Save: -/5(i) Starcannon; Scatter Laser												
War Walker	1	Grp: -	WS: 4	BS: 4	St: 5	In: 5	At: 2	FA: 10	SA: 10	RA: 10	HP:	[65]
2 Save: -/5(i) Starcannon; Scatter Laser												
Vaul's Wrath Support Battery	3	Grp: 	To: 7 Wo: 2 Save: 3+									165
(C:EC, pg. 130); <b>Artillery</b> ; D-cannon												
Guardian Crew	6		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	3	Grp: 	To: 7 Wo: 2 Save: 3+									165
(C:EC, pg. 130); <b>Artillery</b> ; D-cannon												
Guardian Crew	6		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+	295
(C:EC, pg. 136); <b>Jump Gargantuan Creature</b> ; Heavy Wraithcannon (x2); 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 (16 <math>\times</math>, 445 pts)</b>												
Aspect Host	1	Auxilia										445
(C:EC, pg. 94); Fire Dragons; Warp Spiders; Warp Spiders; Rites of Battle; Shrinekeepers												
Fire Dragons	4		4	4	3	3	1	5	1	9	3+	[235]
(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: -										[115]
(C:EC, pg. 122); <b>Vehicle</b> (Tank, Fast, Skimmer, Transport); <b>12 model</b> capacity; TL Scatter Lasers; TL Shuriken Catapults; Serpent Shield; Jink												
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>Total Cost:</b>	<b>1844</b>

#### Option Footnotes

Warlord Traits	
<b>Warlord</b>	See WH40k, pg. 124.
Vehicle Equipment	
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).
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).
Crack Shot	See C:EC, pg. 119.
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.
Scout	Scout (see WH40k, pg. 171).
Shrinekeepers	See C:EC, pg. 142.

Skyfire	Skyfire (see WH40k, pg. 171).
Skyhunter	See C:E, pg. 39.
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.)
Vector Dancer	Vector Dancer (see WH40k, pg. 43).
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</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 (Flyer)</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	
Eldar Jetbike	See WH40k, pg. 45.
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).
Mesh Armour	See C:E, pg. 65.
Power Field	See C:EC, pg. 154.
Warp Jump Generators	See C:EC, pg. 153.
Weapons	
Bright Lance	36"R; S8; AP2; Heavy 1, Lance (C:EC, pg. 149).
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).
Fusion Gun	12"R; S8; AP1; Assault 1; Melta (C:EC, pg. 149).
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.
Pulse Laser	48"R; S8; AP2; Heavy 2 (C:EC, pg. 149).
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).
Starcannon	36"R; S6; AP2; Heavy 2 (C:E, pg. 151).
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).
Witchblade	S User, AP -, Melee, Armourbane, Fleshbane (BRB, pg. 61).