

2000 Pts - Eldar - Julio Rodriguez 2nd Overall Broadside Bash 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Combined Arms Detachment (30 1309 pts)												
Autarch	1		6	6	3/5	3	3	6	3	10	3+/4(i)	120
(C:EC, pg. 108); Infantry (Character); Infantry (Jetpack); Heavy Aspect Armour; Haywire Grenades; Plasma Grenades; Forceshield; Warp Jump Generators; Bulky; Deep Strike; Relentless; Warlord ; Ancient Doom; Battle Focus; Fearless; Fleet; Independent Character; The Path of Command; Shard of Anaris												
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												
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												
Rangers	5		4	4	3	3	1	5	1	8	5+	60
(C:EC, pg. 115); Infantry ; Mesh Armour; Ranger Long Rifle; Shuriken Pistol; Ancient Doom; Battle Focus; Fleet; Infiltrate; Move Through Cover; Shrouded												
Vaul's Wrath Support Battery	3	Grp: To: 7 Wo: 2 Save: 3+										165
(C:EC, pg. 130); Artillery ; 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												
Eldar Warp Hunter Squadron (IA)	1											200
(The Doom of Mymeara - 2E, pg. 209); Corsair Kinetic Shroud												
Eldar Warp Hunter	1	Grp: BS: 4 FA: 12 SA: 12 RA: 10 HP: 3 Save: -										[200]
(The Doom of Mymeara - 2E, pg. 209); Vehicle (Skimmer, Tank, Fast); D-flail; TL Shuriken Catapults; Corsair Kinetic Shroud; Jink												
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 Vaul												
Combined Arms Detachment	1	Grp: Detachment										0

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Formation: Aspect Host (15 ⚔, 315 pts)												
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); 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												
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												
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												
Formation: Aspect Host (18 ⚔, 372 pts)												
Aspect Host	1	Auxiliai ☠										372
(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); 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												
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												
Warp Spiders	7	☠	4	4	3	3	1	5	1	9	3+	[162]
(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												
Total Cost:												1996

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 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	
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).

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).
Infiltrate	Infiltrate (see WH40k, pg. 167).
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.
Shrouded	Shrouded (see WH40k, pg. 170).
Smash	Smash (see WH40k, pg. 171).
Strikedown	Strikedown (see WH40k, pg. 172).
Sword of Vaul	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	
Artillery	Artillery (see WH40k, pg. 64).
Character	Character (see WH40k, pg. 100).
Eldar Jetbike	See WH40k, pg. 45.
Infantry	Infantry (see WH40k, pg. 62).
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 (Skimmer, Tank, Fast)	See WH40K rulebook, pgs. 44-49.
Wargear	
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).
D-flail	Blast: 36" Range; S D; AP 2; Heavy D3+1, Blast (3"), Dispersed, Barrage. Rift: Template; S D; AP 2; Heavy 1, Dispersed.
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.
Scatter Laser	36"R; S6; AP6; Heavy 4 (C:EC, pg. 149).
Shard of Anaris	S+2, AP -, Melee, Rending, Vaul's Work (C:EC, pg. 154).
TL Shuriken Catapults	12"R; S4; AP5; Assault 2, Bladestorm, Twin Linked (C:E, pg. 68).
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).
Plasma Grenades	8"R, S4, AP4, Assault 1, Blast. See WH40k, pg. 62.
Ranger Long Rifle	36"R; S X; AP6; Heavy 1; Sniper (C:EC, pg. 150).
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).