

▲ 1850 Pts - Eldar - Andrew Ford 4th Overall BAO 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Combined Arms Detachment (17 ⚔, 629 pts)												
Autarch Skyrunner	1	☠	6	6	3	4	3	6	3	10	3+4(i)	95
(C:EC, pg. 108); Eldar Jetbike ; Infantry (Character); Heavy Aspect Armour; Haywire Grenades; Plasma Grenades; Forceshield; Fusion Pistol; TL Shuriken Catapults (x1); Eldar Jetbike; Hammer of Wrath; Jink; Relentless; Warlord ; Ancient Doom; Battle Focus; Independent Character; The Path of Command												
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												
Swooping Hawks	5	☠	4	4	3	3	1	5	1	9	4+	106
(C:EC, pg. 123); Infantry ; Aspect Armour; Lasblaster; Grenade Pack; Haywire Grenades; Plasma Grenades; Swooping Hawk Wings; Ancient Doom; Battle Focus; Fleet; Intercept												
Swooping Hawk Exarch	1	-	5	5	3	3	2	6	2	9	3+	[26]
Character ; Heavy Aspect Armour; Lasblaster; Herald of Victory												
Eldar Warp Hunter Squadron (IA)	1	☠										185
(The Doom of Mymeara - 2E, pg. 209)												
Eldar Warp Hunter	1	Grp:	BS: 4	FA: 12	SA: 12	RA: 10	HP: 3	Save: -				[185]
(The Doom of Mymeara - 2E, pg. 209); Vehicle (Skimmer, Tank, Fast); D-flail; TL Shuriken Catapults; Jink												
Combined Arms Detachment	1	Grp:	Detachment									0
Pale Court Warhost (23 ⚔, 870 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												
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												
Vaul's Wrath Support Battery	1	Grp:	To: 7	Wo: 2	Save: 3+							55
(C:EC, pg. 130); Artillery ; 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); Artillery ; 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												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Eldar Skathach Wraithknight (IA)	1		4	4	10	8	6	5	4	10	3+	330
(The Doom of Mymeara - 2E, pg. 216); Jump Gargantuan Creature ; Webway Shunt Generator; 2x Deathshroud Cannons; Scatter Laser (x1); Ancient Doom; Bulky; Deep Strike; Fear; Feel No Pain; Hammer of Wrath; Move Through Cover; Relentless; Smash; Strikedown; Wraith Construct												
Pale Court Warhost	1	Grp: Detachment										0
Formation: Aspect Host (15 \times, 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												
: Inquisitorial Detachment (1 \times, 34 pts)												
Ordo Xenos Inquisitor (HQ) [Inq]	1		4	4	3	3	3	4	3/4	10	4+	34
(Codex: Inquisition); Infantry (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
											Total Cost:	1848

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).
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).
Herald of Victory	See C:E, pg. 35.
Independent Character	Independent Character (see WH40k, pg. 166).
Intercept	See C:EC, pg. 123.
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).
The Path of Command	See C:CE, pg. 108.
Wraith Construct	When constructing an Eldar army using the Craftworld Warhost Detachment, a single Skathach Wraithknight may be selected as a Wraith Constructs Formation or may be selected instead of the Wraithknight included in a Wraith Host Formation. (See The Doom of Mymeara - 2E, pg. 216.)
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	
2x Deathshroud Cannons	Focussed: Heelstorm; S 7; AP 4; Heavy 1, Monofilament, Shred. Dispersed: 48" Range; S 7; AP 4; Heavy 1, Shred, Massive Blast (7"), Monofilament.
Aspect Armour	See C:E, pg. 65.
Bolt Pistol	12" Range; S 4; AP 5; Pistol.
Carapace Armour	Confers a 4+ Armour Save.
Chainsword	S User; AP -; Melee.
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.
Frag Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
Ghosthelm	See C:EC, pg. 153.
Heavy Aspect Armour	See C:E, pg. 65.
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).
Swooping Hawk Wings	See C:EC, pg. 153.
TL Shuriken Catapults	12"R; S4; AP5; Assault 2, Bladestorm, Twin Linked (C:E, pg 68).
Warp Jump Generators	See C:EC, pg. 153.
Webway Shunt Generator	A Skathach Wraithknight may choose to engage its webway shunt generator instead of moving in the Movement phase. If the Skathach Wraithknight uses its webway shut generator, it cannot use the Jump type special rules in either the Movement phase or Assault phase of that turn, but may still fire its weapons normally, Run or declare a charge in the appropriate phases. If the Skathach Wraithknight chooses to use its webway shunt generator, its controlling player may redeploy the model to any point within 12" of its original position that is at least 1" away from any enemy models and then scatter it D6", or its controlling player may choose to place the Skathach Wraithknight immediately into Ongoing Reserves instead of redeploying the Skathach Wraithknight. If its final position after the Scatter roll places it within 1" of an enemy unit, in contact with any model or within impassible terrain, the Skathach Wraithknight must b placed into Ongoing Reserves and suffers a single wound (saves may not be taken against this wound). (See The Doom of Mymeara - 2E, pg. 216.)
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).
Fusion Pistol	6"R; S8; AP1; Pistol, Melta (C:EC, pg. 149).
Grenade Pack	24"R, S4, AP4, Assault 1, Barrage, Blast, Ignores Cover, Skyburst (C:E, pg. 153).
Haywire Grenades	8"R; S 2; AP -; Assault 1, Haywire (WH40k, pg. 62).
Lasblaster	24"R; S3; AP5; Assault 3 (C:EC, pg. 149).

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).