


1850 Pts - Eldar - Carlos Kaiser 6th Overall BAO 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Combined Arms Detachment (44 ⚔, 855 pts)												
Company Command Squad	1	☠										70
<small>(Codex: Astra Militarum, iPad pg. 135)</small>												
Veteran	4		3	4	3	3	1	3	1	7	5+	[24]
<small>(Codex: Astra Militarum, iPad pg. 149); Infantry; Lasgun (x4); Frag Grenades; Flak Armour</small>												
Company Commander	1		4	4	3	3	3	3	3/4	9	5+/5(i)	[46]
<small>Infantry (Character); Laspistol; Close Combat Weapon; Frag Grenades; Flak Armour; Refractor field; Senior Officer; Voice of Command; Camo gear Volkov's Cane</small>												
Veteran Squad	1	☠										60
Veteran	9		3	4	3	3	1	3	1	7	5+	[54]
<small>(Codex: Astra Militarum, iPad pg. 149); Infantry; Lasgun (x9); Frag Grenades; Flak Armour</small>												
Veteran Sergeant	1		3	4	3	3	1	3	2/3	8	5+	[6]
<small>Automatic Unit Type; Laspistol; Close Combat Weapon; Frag Grenades; Flak Armour</small>												
Veteran Squad	1	☠										60
Veteran	9		3	4	3	3	1	3	1	7	5+	[54]
<small>(Codex: Astra Militarum, iPad pg. 149); Infantry; Lasgun (x9); Frag Grenades; Flak Armour</small>												
Veteran Sergeant	1		3	4	3	3	1	3	2/3	8	5+	[6]
<small>Automatic Unit Type; Laspistol; Close Combat Weapon; Frag Grenades; Flak Armour</small>												
Vulture Gunship (IA)	1	Grp: ☠	<small>BS: 3 FA: 12 RA: 12 SA: 10 HP: 3</small>									155
<small>(IA9, pg. 193); Use IA9 Version; Vehicle (Fast, Skimmer); Extra Armour; Searchlight; Heavy Bolter; Twin-linked Punisher Cannon; Deep Strike; Jink</small>												
Wyvern Battery	1	Grp: ☠	<small>BS: FA: SA: RA: HP: Save: -</small>									130
<small>(Codex: Astra Militarum, iPad pg. 166); Wyvern</small>												
Wyvern	1	Grp: ☠	<small>BS: 3 FA: 12 SA: 10 RA: 10 HP: 3 Save: -</small>									[65]
<small>Vehicle (Tank, Open-Topped); Heavy Bolter; Two, Twin-lined Stormshard mortar; Searchlight; Smoke Launchers</small>												
Wyvern	1	Grp: ☠	<small>BS: 3 FA: 12 SA: 10 RA: 10 HP: 3 Save: -</small>									[65]
<small>Vehicle (Tank, Open-Topped); Heavy Bolter; Two, Twin-lined Stormshard mortar; Searchlight; Smoke Launchers</small>												
Wyvern Battery	1	Grp: ☠	<small>BS: FA: SA: RA: HP: Save: -</small>									130
<small>(Codex: Astra Militarum, iPad pg. 166); Wyvern</small>												
Wyvern	1	Grp: ☠	<small>BS: 3 FA: 12 SA: 10 RA: 10 HP: 3 Save: -</small>									[65]
<small>Vehicle (Tank, Open-Topped); Heavy Bolter; Two, Twin-lined Stormshard mortar; Searchlight; Smoke Launchers</small>												
Wyvern	1	Grp: ☠	<small>BS: 3 FA: 12 SA: 10 RA: 10 HP: 3 Save: -</small>									[65]
<small>Vehicle (Tank, Open-Topped); Heavy Bolter; Two, Twin-lined Stormshard mortar; Searchlight; Smoke Launchers</small>												
Heavy Artillery Carriage Battery (IA)	2	Grp: ☠	<small>To: 7 Wo: 4 Save: 3+</small>									150
<small>Artillery; Earthshaker Cannon; Immobile</small>												
Guardsmen	8		3	3	3	3	1	3	1	7	5+	[48]
<small>Close Combat Weapon; Flak Armour; Assault Grenades; Lasgun (x8)</small>												
Void Shield Generator	1	☠										100
<small>(Stronghold Assault, pg. 31); Impassible Building (AV13) with Battlements; Projected Void Shields; Additional Projected Void Shields (x2)</small>												
Combined Arms Detachment	1	Grp: Detachment										0
: Inquisitorial Detachment (7 ⚔, 279 pts)												
Inquisitor Coteaz (HQ) [Inq]	1		4	4	3/6	3	3	4/1	3	10	2+	100
<small>(Codex: Inquisition); Infantry (Character); Frag Grenades; Krak Grenades; Psyk-out Grenades; Artificer Armour; Psyber-Eagle; Bolt Pistol; Master-crafted Nemesis Daemonhammer; I've Been Expecting You; Independent Character; Lord of Formosa; Psyker (Mastery Level 2); Spy Network; Stubborn</small>												
Ordo Hereticus Inquisitor (HQ) [Inq]	1		4	4	3	3	3	4	3/4	10	4+	49
<small>(Codex: Inquisition); Infantry (Character); Frag Grenades; Krak Grenades; Psyk-out Grenades; Carapace Armour; Bolt Pistol; Chainsword; Servo-skulls (x3); Liber Heresius; Independent Character; Stubborn; Warlord</small>												
<i>Liber Heresius</i> [Inq]	1	<small>Liber Heresius (see Codex: Inquisition).</small>										[15]

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Inquisitorial Henchmen Warband (Elite) [Inq]	1											130
Psyker [Inq]	1		3	3	3	3	1	3	1	8	5+	[10]
			(Codex: Inquisition); Infantry ; Psyker; Servitor; Servitor; Servitor; Chimera Barrage									
Servitor [Inq]	1		3	3	3	3	1	3	1	8	4+	[20]
			(Codex: Inquisition); Infantry ; Carapace Armour; Plasma Cannon; Mindlock									
Servitor [Inq]	1		3	3	3	3	1	3	1	8	4+	[20]
			(Codex: Inquisition); Infantry ; Carapace Armour; Plasma Cannon; Mindlock									
Servitor [Inq]	1		3	3	3	3	1	3	1	8	4+	[20]
			(Codex: Inquisition); Infantry ; Carapace Armour; Plasma Cannon; Mindlock									
Chimera [Inq]	1	Grp: BS: 3 FA: 12 SA: 10 RA: 10 HP: 3 Save: -										[60]
			(Codex: Inquisition); Vehicle (Tank, Transport); 12 model capacity; 1 Access Point; Smoke Launchers; Heavy Bolter; Psybolt Ammunition; Heavy Bolter; Amphibious									
Inquisitorial Detachment [Inq]	1	Grp: Detachment										0
: Combined Arms Detachment (17 ⁺, 715 pts)												
Warlock Conclave [EL]	1	Grp:										35
			(C:EC, pg. 110); Brotherhood of Psykers (Mastery Level 1); Daemonology: Sanctic Powers; Runes of Battle									
Warlock [EL]	1	-	4	4	3	3	1	5	1/2	8	-4(i)	[35]
			Infantry ; Rune Armour; Shuriken Pistol; Witchblade; Ancient Doom; Battle Focus; Fleet									
Windriders (Troops) [EL]	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 (Troops) [EL]	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 (Troops) [EL]	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 [EL]	1		4	4	10	8	6	5	4	10	3+/5(i)	295
			(C:EC, pg. 136); Jump Gargantuan Creature ; Ghostglaive; Scattershield; Ancient Doom; Bulky; Deep Strike; Fear; Feel No Pain; Hammer of Wrath; Move Through Cover; Relentless; Smash; Strikedown; Sword of Vault									
Windriders (Troops) [EL]	3		4	4	3	4	1	5	1	8	3+	61
			(C:E, pp. 41 & 97); Eldar Jetbike ; Mesh Armour; Eldar Jetbike; TL Shuriken Catapults (x2); Scatter Laser (x1); Hammer of Wrath; Jink; Relentless; Ancient Doom; Battle Focus									
Combined Arms Detachment [EL]	1	Grp: Detachment										0
Total Cost:											1849	

Option Footnotes	
Warlord Traits	
Warlord	See WH40k, pg. 124.
Vehicle Equipment	
Searchlight	(see WH40k, pg. 98).
Smoke Launchers	(see WH40k, pg. 98).
Relics	
Liber Heresius	Liber Heresius (see Codex: Inquisition).
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).
Psychic Barrage	Psychic Barrage (see C:GK, pg. 51).
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).
Special Rules	
Additional Projected Void Shields	(See Stronghold Assault, pg. 31).

Amphibious	See C: IG, pg. 39.
Ancient Doom	See C:E, pg. 25.
Battle Focus	See C:EC, pg. 148.
Brotherhood of Psykers	Brotherhood of Psykers (see C:GK, pg. 21).
Brotherhood of Psykers (Mastery Level 1)	Brotherhood of Psykers/ Sorcerers (see WH40k, pg. 159).
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).
Hammer of Wrath	Hammer of Wrath (see WH40k, pp. 91 & 165).
I've Been Expecting You	I've Been Expecting You (see Codex: Inquisition).
Immobile	Immobile unless towed.
Independent Character	Independent Character (see WH40k, pg. 166).
Jink	Jink (see WH40k, pg. 167).
Lord of Formosa	Lord of Formosa (see Codex: Inquisition).
Mindlock	See C:GK, pg. 49, note FAQ update.
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 collapse; each roll of 5+ instantly restores one shield. (See Stronghold Assault, pg. 31).
Psyker (Mastery Level 2)	For each Mastery level a character has, he can use one psychic power per turn (see C:GK, pg. 21).
Relentless	Relentless (see WH40k, pg. 170).
Senior Officer	Senior Officer (see "Codex: Astra Militarum", iPad pg. 135).
Smash	Smash (see WH40k, pg. 171).
Spy Network	Spy Network (see Codex: Inquisition).
Strikedown	Strikedown (see WH40k, pg. 172).
Stubborn	Stubborn (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.)
Voice of Command	Voice of Command (see "Codex: Astra Militarum", iPad pg. 135).
Terrain Type	
Impassible Building (AV13) with Battlements	Impassible Building (AV13) with Battlements (See Stronghold Assault, pg. 31)
Unit Type	
Artillery	Artillery (see WH40k, pg. 64).
Automatic Unit Type	See WH40K rulebook, pgs. 44-49.
Eldar Jetbike	See WH40k, pg. 45.
Infantry	See WH40K rulebook, pgs. 44-49.
Infantry (Character)	See WH40K rulebook, pgs. 44-49.
Jump Gargantuan Creature	See WH40K rulebook, pgs. 44-49.
Vehicle (Fast, Skimmer)	Vehicle (Fast, Skimmer) (see WH40k, pg. 88, 89).
Vehicle (Tank, Open-Topped)	See WH40K rulebook, pgs. 44-49.
Vehicle (Tank, Transport)	See WH40K rulebook, pgs. 44-49.
Wargear	
Artificer Armour	Confers a 2+ Armour save.
Assault Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
Bolt Pistol	12" Range; S 4; AP 5; Pistol.
Camo gear	Camo gear (see "Codex: Astra Militarum", iPad pg. 119).
Carapace Armour	Confers a 4+ Armour Save.
Chainsword	S User; AP -; Melee.
Close Combat Weapon	S User; AP -; Melee.
Earthshaker Cannon	36" to 240" Range; S9; AP3; Ordnance Barrage 1, Large Blast (see C:IG, pg. 53).
Eldar Jetbike	See WH40k, pg. 45.

Extra Armour	Extra Armour (see WH40k, pg. 98).
Flak Armour	Confers a 5+ Armour Save.
Frag Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
Ghostglaive	S D, AP 2, Melee, Master-crafted (C:EC, pg. 151).
Heavy Bolter	Range 36"; S5; AP4; Heavy 3.
Krak Grenades	Range 8"; S 6; AP 4; Assault 1.
Lasgun	Range: 24"; S 3; AP -; Rapid Fire.
Laspistol	Range: 12"; S 3; AP -; Pistol.
Master-crafted Nemesis Daemonhammer	Master-crafted Nemesis (see C:GK, pg. 54).
Mesh Armour	See C:E, pg. 65.
Plasma Cannon	Range 36"; S 7; AP 2; Heavy 1, Blast, Gets Hot!
Psyber-Eagle	24" Range; S4; AP-; Assault D6.
Psybolt Ammunition	A model equipped with psybolt ammunition counts the Strength of its shots as being one point higher than normal if it is firing one of the following weapons: bolt pistol, boltgun, storm bolter, heavy bolter, hurricane bolter, autocannon or assault cannon. E.g. an assault cannon would be Strength 7. rather than Strength 6, if the firer had psybolt ammunition. (See Codex: Inquisition).
Psyk-out Grenades	Psyk-out Grenades (see Codex: Inquisition).
Refractor field	5+ Invulnerable Save (see "Codex: Astra Militarum", iPad pg. 119).
Searchlight	(see WH40k, pg. 98).
Servo-skulls	Servo-skulls (see C:GK, pg. 62).
Smoke Launchers	(see WH40k, pg. 98).
Weapons	
Close Combat Weapon	S User; AP - ; Melee.
Frag Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
Heavy Bolter	Range 36"; S5; AP4; Heavy 3.
Lasgun	Range: 24"; S 3; AP -; Rapid Fire.
Laspistol	Range: 12"; S 3; AP -; Pistol.
Scatter Laser	36"R; S6; AP6; Heavy 4 (C:EC, pg 149).
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).
Twin-linked Punisher Cannon	24" Range; S5; AP-; Heavy 20, Twin-linked.
Two, Twin-lined Stormshard mortar	Range:48"; S 4; AP 6; Heavy 2, Barrage, Blast, Ignores Cover, Shred.
Witchblade	S User, AP -, Melee, Armourbane, Fleshbane (BRB, pg. 61).

Roster Design Information

Army Special Rules:

Heavy Weapons Team (C:AM, pg. 27)