

## 1850 Pts - Eldar - Ty Swan 2nd Overall Terracon 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>: Combined Arms Detachment (21 <math>\times</math>, 501 pts)</b>												
Farseer	1		5	5	3	3	3	5	1/2	10	-4(i)	100
(C:CE, pg. 109); <b>Infantry</b> (Character); Rune Armour; Shuriken Pistol; Witchblade; Ghosthelm; <b>Warlord</b> ; Ancient Doom; Battle Focus; Fleet; Independent Character; Psyker (Mastery Level 3); Runes of the Farseer; <b>Daemonology: Sanctic Powers ; Divination; Runes of Fate; Telepathy</b>												
Windriders	4		4	4	3	4	1	5	1	8	3+	78
(C:E, pp. 41 & 97); <b>Eldar Jetbike</b> ; Mesh Armour; Eldar Jetbike; TL Shuriken Catapults (x3); Shuriken Cannon (x1); Hammer of Wrath; Jink; Relentless; Ancient Doom; Battle Focus												
Windriders	4		4	4	3	4	1	5	1	8	3+	78
(C:E, pp. 41 & 97); <b>Eldar Jetbike</b> ; Mesh Armour; Eldar Jetbike; TL Shuriken Catapults (x3); Shuriken Cannon (x1); Hammer of Wrath; Jink; Relentless; Ancient Doom; Battle Focus												
Vyper Squadron	1	Grp:	BS: 4	FA: 10	SA: 10	RA: 10	HP: 2	Save: -				120
Scatter Laser; Shuriken Cannon; Jink; <b>Vehicle</b> (Skimmer, Fast, Open-Topped)												
Vyper	1	Grp:	BS: 4	FA: 10	SA: 10	RA: 10	HP: 2	Save: -				[60]
Scatter Laser; Shuriken Cannon												
Vaul's Wrath Support Battery	3	Grp:	To: 7	Wo: 2	Save: 3+							125
(C:EC, pg. 130); <b>Artillery</b> ; Shadow Weaver												
Guardian Crew	6		4	4	3	3	1	5	1	8	5+	[0]
Mesh Armour; Shuriken Catapult; Plasma Grenades; Ancient Doom; Battle Focus; Fleet												
Warlock	1	-	4	4	3	3	1	5	1/2	8	-4(i)	[35]
<b>Infantry</b> ; Rune Armour; Shuriken Pistol; Witchblade; Ancient Doom; Battle Focus; Fleet; Psyker (Mastery Level 1); <b>Runes of Battle</b>												
Combined Arms Detachment	1	Grp: Detachment										0
<b>Formation: Wraith Host (22 <math>\times</math>, 1345 pts)</b>												
Wraith Host	1	Auxiliar										1345
(C:EC, pg. 95); Battle Focus; Guided Wraithsight												
Spiritseer	1		5	5	3	3	2	5	1/2	9	-4(i)	[70]
(C:EC, pg. 111); <b>Infantry</b> (Character); Rune Armour; Shuriken Pistol; Witch Staff; Ancient Doom; Battle Focus; Fleet; Independent Character; Psyker (Mastery Level 2); Spirit Mark; <b>Daemonology: Sanctic Powers ; Runes of Battle ; Telepathy</b>												
Wraithblades	7		4	4	5/7	6	1	4/1	1	10	3+4(i)	[210]
(C:EC, pg. 121); <b>Infantry</b> ; Ghostaxe; Forceshield; Ancient Doom; Bulky; Fearless; Rage												
Wraithguard	5		4	4	5	6	1	4	1	10	3+	[300]
(C:EC, pg. 120); <b>Infantry</b> ; Wraithcannon; Ancient Doom; Bulky; Fearless												
Wave Serpent	1	Grp:	BS: 4	FA: 12	SA: 12	RA: 10	HP: 3	Save: -				[140]
(C:EC, pg. 122); <b>Vehicle</b> (Tank, Fast, Skimmer, Transport); <b>12 model</b> capacity; TL Scatter Lasers; Shuriken Cannon; Serpent Shield; Vectored Engines; Jink												
Wraithguard	5		4	4	5	6	1	4	1	10	3+	[300]
(C:EC, pg. 120); <b>Infantry</b> ; Wraithcannon; Ancient Doom; Bulky; Fearless												
Wave Serpent	1	Grp:	BS: 4	FA: 12	SA: 12	RA: 10	HP: 3	Save: -				[140]
(C:EC, pg. 122); <b>Vehicle</b> (Tank, Fast, Skimmer, Transport); <b>12 model</b> capacity; TL Scatter Lasers; Shuriken Cannon; Serpent Shield; Vectored Engines; Jink												
Wraithlord	1		4	4	8	8	3	4	3	10	3+	[150]
(C:EC, pg. 135); Flamer (x2); Scatter Laser (x2); Ancient Doom; Fearless												
Wraithknight	1		4	4	10	8	6	5	4	10	3+5(i)	[315]
(C:EC, pg. 136); <b>Jump Gargantuan Creature</b> ; Suncannon; Scattershield; Starcannon (x1); Ancient Doom; Bulky; Deep Strike; Fear; Feel No Pain; Hammer of Wrath; Move Through Cover; Relentless; Smash; Strikedown; Sword of Vaul												
<b>Total Cost:</b>											<b>1846</b>	

### Option Footnotes

Warlord Traits	
<b>Warlord</b>	See WH40k, pg. 124.

Vehicle Equipment	
Serpent Shield	24"R, S6, AP -, Assault 2D6, Ignores Cover, One Use Only, Strikedown (C:EC, pg. 155).
Vectored Engines	See C:EC, pg. 154.
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 Battle</b>	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).
<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).
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).
Guided Wraithsight	See C:EC, pg. 148.
Hammer of Wrath	Hammer of Wrath (see WH40k, pp. 91 & 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).
Psyker (Mastery Level 1)	Psyker (see WH40k, pg. 170).
Psyker (Mastery Level 2)	Psyker (see WH40k, pg. 170).
Psyker (Mastery Level 3)	Psyker (see WH40k, pg. 170).
Rage	Rage (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).
Spirit Mark	See C:E, pg. 29.
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.)
Unit Type	
<b>Artillery</b>	Artillery (see WH40k, pg. 64).
<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>Jump Gargantuan Creature</b>	See WH40K rulebook, pgs. 44-49.
<b>Vehicle (Skimmer, Fast, Open-Topped)</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).
Wargear	
Eldar Jetbike	See WH40k, pg. 45.
Flamer	Template, S4, AP5, Assault 1 (WH40k, pg. 56).
Ghosthelm	See C:EC, pg. 153.
Mesh Armour	See C:E, pg. 65.
Scatter Laser	36"R; S6; AP6; Heavy 4 (C:EC, pg 149).
Starcannon	36"R; S6; AP2; Heavy 2 (C:E, pg. 151).
Suncannon	48"R, S6, AP2, Heavy 3, Blast (C:EC, pg. 151).
Weapons	
Ghostaxe	S+2, AP2, Melee, Unwieldy (C:EC, pg. 151).
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).

Shadow Weaver	48"R; S6; AP6; Heavy 1, Barrage, Blast, Monofilament (C:EC, pg. 150).
Shuriken Cannon	24"R; S6; AP5; Assault 3, Bladestorm (C:EC, pg. 150).
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 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).
Witch Staff	S User, AP -, Melee, Armourbane, Fleshbane, Soul Blaze (C:EC, pg. 152).
Witchblade	S User, AP -, Melee, Armourbane, Fleshbane (BRB, pg. 61).
Wraithcannon	12"R; S D; AP2; Assault 1 (C:EC, pg. 149).