

1850 Pts - Eldar - Thunderpoon Wetcoast 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Combined Arms Detachment (24⚔, 895 pts)												
Dark Reapers	2	☠	4	4	3	3	1	5	1	9	3+	114
(C:EC, pg. 129); Infantry ; Heavy Aspect Armour; Reaper Launcher (Starswarm); Reaper Launcher (Starshot); Reaper Rangefinder; Ancient Doom; Inescapable Accuracy; See C:EC, pg. 129.; Relentless; Slow and Purposeful												
Dark Reaper Exarch	1		5	5	3	3	2	6	2	9	3+	[48]
Character ; Reaper Launcher (Starswarm); Reaper Launcher (Starshot); Fast Shot												
Fire Dragons	5	☠	4	4	3	3	1	5	1	9	3+	110
(C:EC, pg. 119); Infantry ; Heavy Aspect Armour; Fusion Gun; Melta Bombs; Ancient Doom; Assured Destruction; See C:EC, pg. 119.; Battle Focus; Fleet												
Wraithguard	5	☠	4	4	5	6	1	4	1	10	3+	210
(C:EC, pg. 120); Infantry ; D-Scythe; Ancient Doom; Bulky; Fearless												
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												
Autarch Skyrunner	1	☠	6	6	3/4	4	3	6	3/4	10	3+4(i)	103
(C:EC, pg. 108); Eldar Jetbike ; Infantry (Character); Heavy Aspect Armour; Shuriken Pistol; Haywire Grenades; Plasma Grenades; Forceshield; Banshee Mask; Scorpion Chainsword; Laser Lance; TL Shuriken Catapults (x1); Eldar Jetbike; Hammer of Wrath; Jink; Relentless; Warlord ; Ancient Doom; Battle Focus; Independent Character; The Path of Command												
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												
Combined Arms Detachment	1	Grp: Detachment										0
: Realspace Raiders Detachment (41⚔, 920 pts)												
Scourges (Fast) [DE]	5		4	4	3	3	1	5	1	8	4+6(i)	120
(C:DE, pg. 91); Jump Units ; Fleet; Night Vision; Power from Pain; Ghostplate Armour; Shardscarbine (x1); Close Combat Weapon; Plasma Grenades; Haywire Blaster (x4); Bulky; Deep Strike												
Reavers (Fast) [DE]	2		4	4	3	4	1	6	1/2	8	5+	98
(C:DE, pg. 88); Eldar Jetbikes ; Combat Drugs; Hit & Run; Night Vision; Power from Pain; Skilled Rider; Wychsuit; Splinter Pistol; Close Combat Weapon; Reaver Jetbike; Bladevanes (x2); Splinter Rifle (x2); Hammer of Wrath; Jink; Relentless; Very Bulky												
Arena Champion [DE]	1		4	4	3	4	1	6	2/3	9	5+	[66]
Automatic Unit Type; Splinter Pistol; Splinter Rifle (x1); Agoniser; Cluster Caltrops (x1)												
Venom (Fast) [DE]	1	Grp: BS: 4 FA: 10 SA: 10 RA: 10 HP: 2 Save: -										65
(C:DE, pg. 87); Vehicle (Skimmer, Fast, Open-Topped, Transport); Deep Strike; 5 model capacity; Night Vision; Flickerfield; Splinter Cannons (x2); Jink												
Venom (Fast) [DE]	1	Grp: BS: 4 FA: 10 SA: 10 RA: 10 HP: 2 Save: -										65
(C:DE, pg. 87); Vehicle (Skimmer, Fast, Open-Topped, Transport); Deep Strike; 5 model capacity; Night Vision; Flickerfield; Splinter Cannons (x2); Jink												
Raider (Fast) [DE]	1	Grp: BS: 4 FA: 10 SA: 10 RA: 10 HP: 3 Save: -										55
(C:DE, pg. 86); Vehicle (Skimmer, Fast, Open-Topped, Transport); Deep Strike; 10 model capacity; Night Vision; Disintegrator Cannon (x1); Jink												
Kabalite Warriors (Troops) [DE]	8		4	4	3	3	1	5	1	8	5+	134
(C:DE, pg. 78); Infantry ; Fleet; Night Vision; Power from Pain; Kabalite Armour; Splinter Rifle (x8); Close Combat Weapon												
Raider (Fast) [DE]	1	Grp: BS: 4 FA: 10 SA: 10 RA: 10 HP: 3 Save: -										[70]
(C:DE, pg. 86); Vehicle (Skimmer, Fast, Open-Topped, Transport); Deep Strike; 10 model capacity; Night Vision; Disintegrator Cannon (x1); Splinter Racks; Jink												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Kabalite Warriors (Troops) [DE]	8		4	4	3	3	1	5	1	8	5+	134
	(C:DE, pg. 78); Infantry ; Fleet; Night Vision; Power from Pain; Kabalite Armour; Splinter Rifle (x8); Close Combat Weapon											
Raider (Fast) [DE]	1	Grp: BS: 4 FA: 10 SA: 10 RA: 10 HP: 3 Save: -										[70]
	(C:DE, pg. 86); Vehicle (Skimmer, Fast, Open-Topped, Transport); Deep Strike; 10 model capacity; Night Vision; Disintegrator Cannon (x1); Splinter Racks; Jink											
Kabalite Warriors (Troops) [DE]	8		4	4	3	3	1	5	1	8	5+	134
	(C:DE, pg. 78); Infantry ; Fleet; Night Vision; Power from Pain; Kabalite Armour; Splinter Rifle (x8); Close Combat Weapon											
Raider (Fast) [DE]	1	Grp: BS: 4 FA: 10 SA: 10 RA: 10 HP: 3 Save: -										[70]
	(C:DE, pg. 86); Vehicle (Skimmer, Fast, Open-Topped, Transport); Deep Strike; 10 model capacity; Night Vision; Disintegrator Cannon (x1); Splinter Racks; Jink											
Court of the Archon (HQ) [DE]	0	Grp:										115
	(C:DE, pg. 71); Infantry											
Medusae [DE]	2		4	4	3	3	1	5	1	9	5+	[50]
	Fleet; Power from Pain; Kabalite Armour; Eyeburst											
Venom (Fast) [DE]	1	Grp: BS: 4 FA: 10 SA: 10 RA: 10 HP: 2 Save: -										[65]
	(C:DE, pg. 87); Vehicle (Skimmer, Fast, Open-Topped, Transport); Deep Strike; 5 model capacity; Night Vision; Flickerfield; Splinter Cannons (x2); Jink											
Realspace Raiders Detachment [DE]	1	Grp: Detachment										0
: Inquisitorial Detachment (1$\frac{1}{2}$, 34 pts)												
Ordo Malleus 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:											1849	