

## 1850 Pts - Eldar - Brad Chester 1st Overall NovaOpen 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>: Combined Arms Detachment (33 , 1125 pts)</b>												
Autarch Skyrunner	1		6	6	3/6	4	3	6	3/4	10	3+4(i)	110
(C:EC, pg. 108); <b>Eldar Jetbike</b> ; <b>Infantry</b> (Character); Heavy Aspect Armour; Shuriken Pistol; Haywire Grenades; Plasma Grenades; Forceshield; Banshee Mask; Fusion Gun; Laser Lance; TL Shuriken Catapults (x1); Eldar Jetbike; Hammer of Wrath; Jink; Relentless; <b>Warlord</b> ; 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); <b>Eldar Jetbike</b> ; 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); <b>Eldar Jetbike</b> ; 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); <b>Eldar Jetbike</b> ; 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); <b>Eldar Jetbike</b> ; Mesh Armour; Eldar Jetbike; Scatter Laser (x3); Hammer of Wrath; Jink; Relentless; Ancient Doom; Battle Focus												
Warp Spiders	7		4	4	3	3	1	5	1	9	3+	133
(C:EC, pg. 124); <b>Infantry</b> (Jetpack); Heavy Aspect Armour; Death Spinner; Warp Jump Generators; Bulky; Deep Strike; Relentless; Ancient Doom; Battle Focus; Fleet; Flickerjump												
Warp Spiders	6		4	4	3	3	1	5	1	9	3+	114
(C:EC, pg. 124); <b>Infantry</b> (Jetpack); Heavy Aspect Armour; Death Spinner; Warp Jump Generators; Bulky; Deep Strike; Relentless; Ancient Doom; Battle Focus; Fleet; Flickerjump												
Warp Spiders	6		4	4	3	3	1	5	1	9	3+	114
(C:EC, pg. 124); <b>Infantry</b> (Jetpack); Heavy Aspect Armour; Death Spinner; Warp Jump Generators; Bulky; Deep Strike; Relentless; Ancient Doom; Battle Focus; Fleet; Flickerjump												
Eldar Skathach Wraithknight (IA)	1		4	4	10	8	6	5	4	10	3+	330
(The Doom of Mymeara - 2E, pg. 216); <b>Jump Gargantuan Creature</b> ; 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												
Combined Arms Detachment	1	Grp: Detachment										0

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>Formation: Riptide Wing (3 <math>\times</math>, 555 pts)</b>												
Riptide Wing [Tau]	1											555
	(Mont'ka - The Rules, pg. 80); Coordinated Attacks; Networked Reactors; Riptide Hailfire											
XV104 Riptide Battlesuits (Elite) [Tau]	1											[185]
	(C:TE, pg. 90)											
Riptide Shas'v're [Tau]	1		2	3	6	6	5	2	3	9	2+/5(i)	[185]
	(C:TE, pg. 45 & 100); <b>Jet Pack Monstrous Creature</b> ; Blacksun Filter; Multi-tracker; Nova Reactor; Riptide Battlesuit; Riptide Shield Generator; Heavy Burst Cannon; Twin-linked Smart Missile System; Early Warning Override; Bulky; Deep Strike; Fear; Fire Team; Hammer of Wrath; Interceptor; Move Through Cover; Night Vision; Relentless; Smash; Supporting Fire											
XV104 Riptide Battlesuits (Elite) [Tau]	1											[185]
	(C:TE, pg. 90)											
Riptide Shas'v're [Tau]	1		2	3	6	6	5	2	3	9	2+/5(i)	[185]
	(C:TE, pg. 45 & 100); <b>Jet Pack Monstrous Creature</b> ; Blacksun Filter; Multi-tracker; Nova Reactor; Riptide Battlesuit; Riptide Shield Generator; Heavy Burst Cannon; Twin-linked Smart Missile System; Early Warning Override; Bulky; Deep Strike; Fear; Fire Team; Hammer of Wrath; Interceptor; Move Through Cover; Night Vision; Relentless; Smash; Supporting Fire											
XV104 Riptide Battlesuits (Elite) [Tau]	1											[185]
	(C:TE, pg. 90)											
Riptide Shas'v're [Tau]	1		2	3	6	6	5	2	3	9	2+/5(i)	[185]
	(C:TE, pg. 45 & 100); <b>Jet Pack Monstrous Creature</b> ; Blacksun Filter; Multi-tracker; Nova Reactor; Riptide Battlesuit; Riptide Shield Generator; Heavy Burst Cannon; Twin-linked Smart Missile System; Early Warning Override; Bulky; Deep Strike; Fear; Fire Team; Hammer of Wrath; Interceptor; Move Through Cover; Night Vision; Relentless; Smash; Supporting Fire											
<b>: Officio Assassinorum Detachment (1 <math>\times</math>, 140 pts)</b>												
Culexus Assassin (Elite) [OA]	1		8	4	4	3	7	4	10	-4(i)		140
	(Officio Assassinorum *updated in WD 65); (Mont'ka - The Rules, pg. 60); <b>Infantry</b> (Character); Psyk-out Grenades; Etherium; Animus Speculum; Fear; Fearless; Independent Operative; Infiltrate; Life Drain; Lightning Reflexes; Move Through Cover; No Escape; Preferred Enemy (Psykers); Psychic Abomination											
Officio Assassinorum Detachment [OA]	1	Grp: Detachment										0
	(Mont'ka - The Rules, pg. 56)											
											<b>Total Cost:</b>	<b>1820</b>

Option Footnotes	
Warlord Traits	
<b>Warlord</b>	See WH40k, pg. 124.
Special Rules	
Ancient Doom	See C:E, pg. 25.
Battle Focus	See C:EC, pg. 148.
Bulky	Bulky (see WH40k, pg. 159).
Coordinated Attacks	in the Shooting phase, add 1 to the Ballistic Skill of a Riptide from this Formation if it shoots at a unit that has already been shot at this phase by any other Riptide from this Formation. (See Mont'ka, pg. xx.)
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).
Fire Team	
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).
Independent Operative	A model with this special rule can never be joined by another character. If a model with this special rule is your army's Warlord, it never has a Warlord trait. (See Officio Assassinorum or Mont'ka - The Rules, pg. 64).
Infiltrate	Infiltrate (see WH40k, pg. 167).
Interceptor	Interceptor (see WH40k, pg. 167).
Jink	Jink (see WH40k, pg. 167).

Life Drain	Armour saves cannot be taken against Wounds inflicted by a Culexus Assassin's close combat attacks. Any close combat attack inflicted by a Culexus Assassin that rolls a 6 To Wound has the Instant Death special rule. Any close combat attack inflicted by a Culexus Assassin that is allocated to a Pysker has the Instant Death special rule. (See Officio Assasinorum or Mont'ka - The Rules, pg. 60).
Lightning Reflexes	A model with this special rule has a 4+ invulnerable save. In addition, they do not suffer the penalty to their Initiative for charging enemies through difficult terrain (See Officio Assasinorum or Mont'ka - The Rules, pg. 64).
Move Through Cover	Move Through Cover (see WH40k, pg. 168).
Networked Reactors	Each Riptide from this Formation that is within 6" of another Riptide from the Formation can re-roll failed Nova Reactor attempts. (See Mont'ka - The Rules, pg. 80.)
Night Vision	Night Vision (see WH40k, pg. 40).
No Escape	Enemy characters suffer a -2 penalty to their Look Out, Sir tests against any Wounds inflicted by a model with this special rule. (See Officio Assasinorum or Mont'ka - The Rules, pg. 64).
Nova Reactor	Nova Reactor (See C:TE, pg. 124.)
Preferred Enemy (Psykers)	Preferred Enemy (see WH40k, pg. 169).
Psychic Abomination	Psykers, friend or foe, within 12" of a Culexus Assassin have -3 Leadership, do not generate any Warp Charge and only harness Warp Charge points on a 6. A Culexus Assassin can never be targeted or affected by psychic power - other units in the Culexus Assassin's vicinity that are hit by beam or nova powers, or by Witchfire powers that use templates, are hit/ affected normally. Any blessing or malediction psychic powers affecting a unit immediately cease to be in effect if the unit moves within 12" of a Culexus Assassin or vice versa. (See Officio Assasinorum or Mont'ka - The Rules, pg. 60).
Relentless	Relentless (see WH40k, pg. 170).
Riptide Hailfire	Once per battle, this Formation can make a Riptide Hailfire attack. If it does so, any units from this Formation that did not move in their Movement phase can shoot twice in their Shooting phase, making each attack at a different target if desired. Carry out the shooting attacks separately, one after the other. The unit cannot move in the assault phase of the same turn. If a model uses Ripple Fire in the turn in which it makes a Riptide Hailfire attack, it can fire the relevant weapon four times rather than twice. (See Mont'ka - The Rules, pg. 80.)
Smash	Smash (see WH40k, pg. 171).
Strikedown	Strikedown (see WH40k, pg. 172).
Supporting Fire	When an enemy unit declares a charge, all friendly models with this special rule in units within 6" of the charging unit's target can choose to fire Overwatch as if they were also targets of the charge. Note that a unit can still only fire Overwatch once each phase. (See C:TE, pg. 116.)
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.)
<b>Support Systems</b>	
Early Warning Override	All weapon on a model with an early warning override have the Interceptor special rule. (See C:TE, pg. 122.)
<b>Unit Type</b>	
<b>Eldar Jetbike</b>	See WH40k, pg. 45.
<b>Infantry</b> (Character)	See WH40K rulebook, pgs. 44-49.
<b>Infantry</b> (Jetpack)	Infantry (see WH40k, pg. 44), Jet Pack Units(see WH40k, pg. 47).
<b>Jet Pack Monstrous Creature</b>	See WH40K rulebook, pgs. 44-49.
<b>Jump Gargantuan Creature</b>	See WH40K rulebook, pgs. 44-49.
<b>Wargear</b>	
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.
Animus Speculum	18" Range; S 5; AP 1; Assault X, Absorbed Warp Charge (see Officio Assasinorum or Mont'ka - The Rules, pg. 67).
Banshee Mask	See C:E, pg. 153.
Blacksun Filter	A model with a blacksun filter has the Night Vision special rule and is immune to the effects of the Blind special rule. (See C:TE, pg. 122.)
Eldar Jetbike	See WH40k, pg. 45.
Etherium	Whenever enemy units target a Culexus Assassin with shooting or close combat attack, the shots/attacks are always resolved as if the attacking unit had a Ballistic Skill and Weapon Skill of 1 (see Officio Assasinorum or Mont'ka - The Rules, pg. 67).
Heavy Aspect Armour	See C:E, pg. 65.

Heavy Burst Cannon	Standard: 36" Range; S 6; AP 4; Heavy 8. Nova-charge: 36" Range; S 6; AP 4; Heavy 12, Gets Hot, Rending, Nova-charge. (See C:TE, pg. 117.)
Mesh Armour	See C:E, pg. 65.
Multi-tracker	A model with multi-tracker can fire an additional weapon in each Shooting phase. (See C:TE, pg. 122.)
Psyk-out Grenades	Shooting: When a unit armed with psyk-out grenades makes a shooting attack, one model can choose to throw a grenade, rather than using another shooting weapon. 8" Range; S 2; AP -; Assault 1, Blast, Psi-shock. Assault: Models with the Psyker, Brotherhood of Psykers/Sorcerers or Psychic Pilot special rules that are charging a unit equipped with psyk-out grenades do not gain bonus Attacks from charging. However, if the charged unit was already locked in combat from a previous turn, or has gone to ground, these grenades have no effect and the attackers gain bonus Attacks as normal. (See Officio Assassinorum or Mont'ka - The Rules, pg. 65.)
Riptide Battlesuit	Comes equipped with multi-trackers and blacksun filters. (See C:TE, pg. 125.)
Riptide Shield Generator	A Riptide shield generator confers a 5+ invulnerable save. (See C:TE, pg. 124.)
Scatter Laser	36"R; S6; AP6; Heavy 4 (C:EC, pg 149).
Twin-linked Smart Missile System	30" Range; S 5; AP 5; Heavy 4, Homing, Ignores Cover, Twin-linked.
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 be 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	
Death Spinner	12"R; S6; AP -; Assault 2, Monofilament (C:E, pg. 150).
Fusion Gun	12"R; S8; AP1; Assault 1; Melta (C:EC, pg. 149).
Haywire Grenades	8"R; S 2; AP -; Assault 1, Haywire (WH40k, pg. 62).
Laser Lance	6"R; S6; AP3; Assault 1, Lance. S+3/User, AP3, Melee, Lance (C:EC, pg. 152).
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 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).