

1850 Pts - Eldar - Iain McLeod 2nd Overall Attack-X GT 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Combined Arms Detachment (26 1850 pts)												
Farseer Skyrunner	1		5	5	3	4	3	5	1/2	10	3+/4(i)	135
(C:CE, pg. 109); Eldar Jetbike ; Infantry (Character); Rune Armour; Shuriken Pistol; Ghosthelm; Eldar Jetbike; Singing Spear; TL Shuriken Catapults (x1); Hammer of Wrath; Jink; Relentless; Warlord ; Ancient Doom; Battle Focus; Independent Character; Psyker (Mastery Level 3); Runes of the Farseer; Daemonology: Sanctic Powers ; Divination ; Runes of Fate ; Telepathy ; The Spirit Stone of Anath'lan												
Warlock Conclave	1	Grp:										100
(C:EC, pg. 110); Brotherhood of Psykers (Mastery Level 1); Daemonology: Sanctic Powers ; Runes of Battle												
Warlock Skyrunner	1	-	4	4	3	4	1	5	1/2	8	3+/4(i)	[50]
Eldar Jetbike ; Rune Armour; Shuriken Pistol; Eldar Jetbike; Witchblade; TL Shuriken Catapults (x1); Hammer of Wrath; Jink; Relentless; Ancient Doom; Battle Focus												
Warlock Skyrunner	1	-	4	4	3	4	1	5	1/2	8	3+/4(i)	[50]
Eldar Jetbike ; Rune Armour; Shuriken Pistol; Eldar Jetbike; Witchblade; TL Shuriken Catapults (x1); 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												
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												
Eldar Hornet Squadron (IA)	1											80
(The Doom of Mymeara - 2E, pg. 192)												
Eldar Hornet (IA)	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 10	HP: 2	Save: -				[80]
(The Doom of Mymeara - 2E, pg. 192); Vehicle (Skimmer, Fast); Star Engines; Pulse Laser (x2); Acute Senses; Jink; Scout; Skimmer Assault												
Eldar Hornet Squadron (IA)	1											80
(The Doom of Mymeara - 2E, pg. 192)												
Eldar Hornet (IA)	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 10	HP: 2	Save: -				[80]
(The Doom of Mymeara - 2E, pg. 192); Vehicle (Skimmer, Fast); Star Engines; Pulse Laser (x2); Acute Senses; Jink; Scout; Skimmer Assault												
Eldar Hornet Squadron (IA)	1											80
(The Doom of Mymeara - 2E, pg. 192)												
Eldar Hornet (IA)	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 10	HP: 2	Save: -				[80]
(The Doom of Mymeara - 2E, pg. 192); Vehicle (Skimmer, Fast); Star Engines; Pulse Laser (x2); Acute Senses; Jink; Scout; Skimmer Assault												
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												
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												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
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											
Eldar Skathach Wraithknight (IA)	1	☒	4	4	10	8	6	5	4	10	3+	315
	(The Doom of Mymeara - 2E, pg. 216); Jump Gargantuan Creature ; Webway Shunt Generator; 2x Deathshroud Cannons; Ancient Doom; Bulky; Deep Strike; Fear; Feel No Pain; Hammer of Wrath; Move Through Cover; Relentless; Smash; Strikedown; Wraith Construct											
Void Shield Generator	1	☒										100
	(Stronghold Assault, pg. 31); Impassible Building (AV13) with Battlements; Projected Void Shields; Additional Projected Void Shields (x2)											
Combined Arms Detachment	1	Grp: Detachment										0
Total Cost:											1850	

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 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).
Runes of Fate	0 - Guide, 1 - Executioner, 2 - Doom, 3 - Will of Asuryan, 4 - Fortune, 5 - Mind 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	
Acute Senses	Acute Senses (see WH40k, pg. 157).
Additional Projected Void Shields	(See Stronghold Assault, pg. 31).
Ancient Doom	See C:E, pg. 25.
Battle Focus	See C:EC, pg. 148.
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).
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).
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 3)	Psyker (see WH40k, pg. 170).
Relentless	Relentless (see WH40k, pg. 170).
Runes of the Farseer	See C:E, pg. 109.
Scout	Scout (see WH40k, pg. 171).
Skimmer Assault	A vehicle with this special rule that moves Flat Out may fire all its weapons as Snap Shots in the same turn. (See IA11 - 2E, pg. 171.)

Smash	Smash (see WH40k, pg. 171).
Strikedown	Strikedown (see WH40k, pg. 172).
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.)
Terrain Type	
Impassible Building (AV13) with Battlements	Impassible Building (AV13) with Battlements (See Stronghold Assault, pg. 31)
Unit Type	
Eldar Jetbike	See WH40k, pg. 45.
Infantry (Character)	See WH40K rulebook, pgs. 44-49.
Jump Gargantuan Creature	See WH40K rulebook, pgs. 44-49.
Vehicle (Skimmer, Fast)	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.
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.
Ghosthelm	See C:EC, pg. 153.
Mesh Armour	See C:E, pg. 65.
Pulse Laser	48" Range; S 8; AP 2; Heavy 2 (C:EC, pg. 149).
Star Engines	See C:EC, pg. 154.
The Spirit Stone of Anath'lan	See C:EC, pg. 154.
TL Shuriken Catapults	12"R; S4; AP5; Assault 2, Bladestorm, Twin Linked (C:E, pg 68).
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	
Scatter Laser	36"R; S6; AP6; Heavy 4 (C:EC, pg 149).
Shuriken Pistol	12"R; S4; AP5; Pistol, Bladestorm (C:EC, pg 150).
Singing Spear	12"R; S9; AP -; Assault 1, Fleshbane. S User, AP -, Melee, Armourbane, Fleshbane (C:EC, pg. 152).
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).