

1850 Pts - Eldar - Rupert Campbell 1st Overall Attack-X GT 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Combined Arms Detachment (22 , 1194 pts)												
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; Warlord ; Ancient Doom; Battle Focus; Independent Character; Psyker (Mastery Level 3); Runes of the Farseer; Daemonology: Sanctic Powers ; Divination ; Runes of Fate ; Telepathy												
Autarch	1		6	6	3	3	3	6	3/4	10	3+/4(i)	110
(C:EC, pg. 108); Infantry (Character); Power Sword; Heavy Aspect Armour; Shuriken Pistol; Haywire Grenades; Plasma Grenades; Forceshield; Banshee Mask; Lasblaster; Swooping Hawk Wings; Ancient Doom; Battle Focus; Fleet; Independent Character; The Path of Command												
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+	51
(C:E, pp. 41 & 97); Eldar Jetbike ; Mesh Armour; Eldar Jetbike; TL Shuriken Catapults (x3); Hammer of Wrath; Jink; Relentless; Ancient Doom; Battle Focus												
Rangers	5		4	4	3	3	1	5	1	8	5+	60
(C:EC, pg. 115); Infantry ; Mesh Armour; Ranger Long Rifle; Shuriken Pistol; Ancient Doom; Battle Focus; Fleet; Infiltrate; Move Through Cover; Shrouded												
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 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+	330
(The Doom of Mymeara - 2E, pg. 216); Jump Gargantuan Creature ; Webway Shunt Generator; 2x Inferno Lances; Scatter Laser (x1); 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

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Formation: Aspect Host (15 $\frac{1}{2}$, 315 pts)												
Aspect Host	1	Auxiliai										315
(C:EC, pg. 94); Warp Spiders; Warp Spiders; Warp Spiders; Rites of Battle; Shrinekeepers												
Warp Spiders	4		4	4	3	3	1	5	1	9	3+	[105]
(C:EC, pg. 124); Infantry (Jetpack); Heavy Aspect Armour; Death Spinner; Warp Jump Generators; Bulky; Deep Strike; Relentless; Ancient Doom; Battle Focus; Fleet; Flickerjump												
Warp Spider Exarch	1	-	5	5	3	3	2	6	2	9	3+	[29]
Character ; Death Spinner; Iron Resolve												
Warp Spiders	4		4	4	3	3	1	5	1	9	3+	[105]
(C:EC, pg. 124); Infantry (Jetpack); Heavy Aspect Armour; Death Spinner; Warp Jump Generators; Bulky; Deep Strike; Relentless; Ancient Doom; Battle Focus; Fleet; Flickerjump												
Warp Spider Exarch	1	-	5	5	3	3	2	6	2	9	3+	[29]
Character ; Death Spinner; Iron Resolve												
Warp Spiders	4		4	4	3	3	1	5	1	9	3+	[105]
(C:EC, pg. 124); Infantry (Jetpack); Heavy Aspect Armour; Death Spinner; Warp Jump Generators; Bulky; Deep Strike; Relentless; Ancient Doom; Battle Focus; Fleet; Flickerjump												
Warp Spider Exarch	1	-	5	5	3	3	2	6	2	9	3+	[29]
Character ; Death Spinner; Iron Resolve												
Formation: Aspect Host (15 $\frac{1}{2}$, 341 pts)												
Aspect Host	1	Auxiliai										341
(C:EC, pg. 94); Shining Spears; Swooping Hawks; Warp Spiders; Rites of Battle; Shrinekeepers												
Shining Spears	3		4	4	3/6	4	1	5	1	9	3+	[120]
(C:EC, pg. 125); Eldar Jetbike ; Heavy Aspect Armour; Laser Lance; Eldar Jetbike; TL Shuriken Catapults (x3); Hammer of Wrath; Jink; Relentless; Aerobatic Grace; Ancient Doom; Battle Focus; Outflank; Skilled Rider												
Shining Spears Exarch	1	-	5	5	3/8	4	2	6	2	9	3+	[45]
Character ; Star Lance; TL Shuriken Catapults; Expert Hunter												
Swooping Hawks	5		4	4	3	3	1	5	1	9	4+	[116]
(C:EC, pg. 123); Infantry ; Aspect Armour; Lasblaster; Grenade Pack; Haywire Grenades; Plasma Grenades; Swooping Hawk Wings; Ancient Doom; Battle Focus; Fleet; Intercept												
Swooping Hawk Exarch	1	-	5	5	3	3	2	6	2	9	3+	[36]
Character ; Power Sword; Heavy Aspect Armour; Lasblaster; Herald of Victory												
Warp Spiders	4		4	4	3	3	1	5	1	9	3+	[105]
(C:EC, pg. 124); Infantry (Jetpack); Heavy Aspect Armour; Death Spinner; Warp Jump Generators; Bulky; Deep Strike; Relentless; Ancient Doom; Battle Focus; Fleet; Flickerjump												
Warp Spider Exarch	1	-	5	5	3	3	2	6	2	9	3+	[29]
Character ; Death Spinner; Iron Resolve												
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 Fate	0 - Guide, 1 - Executioner, 2 - Doom, 3 - Will of Asuryan, 4 - Fortune, 5 - Miind 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	
Additional Projected Void Shields	(See Stronghold Assault, pg. 31).
Aerobatic Grace	A model with this special rule has a 4+ cover save unless it has remained stationary in its previous Movement phase. (See C:EC, pg. 125.)
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).
Expert Hunter	See C:EC, pg. 125.
Fear	Fear (see WH40k, pg. 163).
Feel No Pain	Feel No Pain (see WH40k, pg. 164).
Fleet	Fleet (see WH40k, pg. 164).
Flickerjump	See C:EC, pg. 124.
Hammer of Wrath	Hammer of Wrath (see WH40k, pp. 91 & 165).
Herald of Victory	See C:E, pg. 35.
Independent Character	Independent Character (see WH40k, pg. 166).
Infiltrate	Infiltrate (see WH40k, pg. 167).
Intercept	See C:EC, pg. 123.
Iron Resolve	See C:EC, pg. 124.
Jink	Jink (see WH40k, pg. 167).
Move Through Cover	Move Through Cover (see WH40k, pg. 168).
Outflank	Outflank (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).
Rites of Battle	See C:EC, pg. 157.
Runes of the Farseer	See C:E, pg. 109.
Shrinekeepers	See C:EC, pg. 142.
Shrouded	Shrouded (see WH40k, pg. 170).
Skilled Rider	Skilled Rider(see WH40k, pg. 171).
Smash	Smash (see WH40k, pg. 171).
Strikedown	Strikedown (see WH40k, pg. 172).
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.)
Terrain Type	
Impassible Building (AV13) with Battlements	Impassible Building (AV13) with Battlements (See Stronghold Assault, pg. 31)
Unit Type	
Character	Character (see WH40k, pg. 100).
Eldar Jetbike	See WH40k, pg. 45.
Infantry	Infantry (see WH40k, pg. 62).
Infantry (Character)	See WH40K rulebook, pgs. 44-49.
Infantry (Jetpack)	Infantry (see WH40k, pg. 44), Jet Pack Units(see WH40k, pg. 47).
Jump Gargantuan Creature	See WH40K rulebook, pgs. 44-49.
Vehicle (Skimmer, Tank, Fast)	See WH40K rulebook, pgs. 44-49.
Wargear	
2x Inferno Lances	36" Range; S 8; AP 1; Heavy D3+2, Melta.
Aspect Armour	See C:E, pg. 65.
Banshee Mask	See C:E, pg. 153.
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.
Heavy Aspect Armour	See C:E, pg. 65.
Mesh Armour	See C:E, pg. 65.
Scatter Laser	36"R; S6; AP6; Heavy 4 (C:EC, pg 149).

Swooping Hawk Wings	See C:EC, pg. 153.
TL Shuriken Catapults	12"R; S4; AP5; Assault 2, Bladestorm, Twin Linked (C:E, pg 68).
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 b 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).
Grenade Pack	24"R, S4, AP4, Assault 1, Barrage, Blast, Ignores Cover, Skyburst (C:E, pg. 153).
Haywire Grenades	8"R; S 2; AP -; Assault 1, Haywire (WH40k, pg. 62).
Lasblaster	24"R; S3; AP5; Assault 3 (C:EC, pg. 149).
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.
Power Sword	S User; AP 3; Melee.
Power Weapon	Allows choice of Power Weapon type.
Ranger Long Rifle	36"R; S X; AP6; Heavy 1; Sniper (C:EC, pg. 150).
Scatter Laser	36"R; S6; AP6; Heavy 4 (C:EC, pg 149).
Shuriken Pistol	12"R; S4; AP5; Pistol, Bladestorm (C:EC, pg 150).
Star Lance	6"R; S8; AP2; Assault 1, Lance. S+5/User, AP2, Melee, Lance (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).