

⚠ 2000 Pts - Eldar - Adam Gati 1st Overall No Mercy 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Combined Arms Detachment (29 ⚔, 1255 pts)												
Spiritseer	1		5	5	3	3	2	5	1/2	9	-4(i)	70
(C:EC, pg. 111); Infantry (Character); Rune Armour; Shuriken Pistol; Witch Staff; Warlord ; Ancient Doom; Battle Focus; Fleet; Independent Character; Psyker (Mastery Level 2); Spirit Mark; Daemonology: Sanctic Powers ; Runes of Battle ; Telepathy												
Wraithguard	5		4	4	5	6	1	4	1	10	3+	210
(C:EC, pg. 120); Infantry ; D-Scythe; Ancient Doom; Bulky; Fearless												
Wraithguard	6		4	4	5	6	1	4	1	10	3+	192
(C:EC, pg. 120); Infantry ; Wraithcannon; 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												
Vaul's Wrath Support Battery	1	Grp:	To: 7	Wo: 2	Save: 3+							55
(C:EC, pg. 130); Artillery ; D-cannon												
Guardian Crew	2		4	4	3	3	1	5	1	8	5+	[0]
Mesh Armour; Shuriken Catapult; Plasma Grenades; Ancient Doom; Battle Focus; Fleet												
Vaul's Wrath Support Battery	1	Grp:	To: 7	Wo: 2	Save: 3+							55
(C:EC, pg. 130); Artillery ; D-cannon												
Guardian Crew	2		4	4	3	3	1	5	1	8	5+	[0]
Mesh Armour; Shuriken Catapult; Plasma Grenades; Ancient Doom; Battle Focus; Fleet												
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 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												
Wall of Martyrs Imperial Bunker	1											100
(Stronghold Assault, pg. 26); Medium Building (Armour Value 14, Transport Capacity 20, HP 4); Void Shield; Comms Relay												
Combined Arms Detachment	1	Grp: Detachment										0
: Combined Arms Detachment (12 ⚔, 270 pts)												
Archon (HQ) [DE]	1		7	7	3	3	3	7	4/5	10	5+	95
(C:DE, pg. 70); Infantry (Character); Fleet; Independent Character; Night Vision; Power from Pain; Kabalite Armour; Close Combat Weapon; Splinter Pistol; Plasma Grenades; Webway Portal												
Archon (HQ) [DE]	1		7	7	3	3	3	7	4/5	10	5+	95
(C:DE, pg. 70); Infantry (Character); Fleet; Independent Character; Night Vision; Power from Pain; Kabalite Armour; Close Combat Weapon; Splinter Pistol; Plasma Grenades; Webway Portal												
Kabalite Warriors (Troops) [DE]	5		4	4	3	3	1	5	1	8	5+	40
(C:DE, pg. 78); Infantry ; Fleet; Night Vision; Power from Pain; Kabalite Armour; Splinter Rifle (x5); Close Combat Weapon												
Kabalite Warriors (Troops) [DE]	5		4	4	3	3	1	5	1	8	5+	40
(C:DE, pg. 78); Infantry ; Fleet; Night Vision; Power from Pain; Kabalite Armour; Splinter Rifle (x5); Close Combat Weapon												
Combined Arms Detachment [DE]	1	Grp: Detachment										0
Cosair Raiding Party (6 ⚔, 435 pts)												
Prince + Jetbike + 15 pts [EC]	1		6	6	4	3	3	6	3/4	10	4+5(i)	90
(IA11 - 2E, pg. 158); Infantry (Character); Plasma Grenades; Shadowwave Grenades; Heavy Mesh Armour; Brace of Pistols; Shimmershield; Fleet; Force of Will; Independent Character; Rage; Reckless Abandon; First Prince; Traveller of Forgotten Paths; Warlord												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Dreamer + Key Gen + 25 pts [EC]	1		5	5	3	3	2	6	2/3	10	4+/5(i)	65
(IA11 - 2E, pg. 160); Infantry (Character); Plasma Grenades; Shadowwave Grenades; Heavy Mesh Armour; Brace of Pistols; Witch Staff; Shimmershield; Wild Psyker (Mastery Level 1); Fleet; Independent Character; Reckless Abandon; Divination ; Telekinesis												
Corsair Cloud Dancer Band (Troops) [EC]	3		4	4	3	4	1	5	1/2	8/5	3+	75
(IA11 - 2E, pg. 165); Eldar Jetbikes ; Eldar Jetbike; Mesh Armour; Brace of Pistols; Splinter Cannon (x3); Dancing on the Blade's Edge; Hammer of Wrath; Jink; Outflank; Reckless Abandon; Relentless; Very Bulky												
Corsair Warp Hunter Squadron (Heavy) [EC]	1											205
(IA11 - 2E, pg. 174); Corsair Void Burners; Corsair Kinetic Shroud												
Corsair Warp Hunter [EC]	1	Grp: 4	FA: 12	SA: 12	RA: 10	HP: 3	Save: -					[205]
(IA11 - 2E, pg. 174); Vehicle (Skimmer, Tank, Fast); D-flail; TL Shuriken Catapults; Corsair Void Burners; Corsair Kinetic Shroud; Jink												
Cosair Raiding Party [EC]	1	Grp: Detachment										0
Total Cost:											1960	

Option Footnotes

Fortification Upgrades	
Comms Relay	Any player with an unengaged model within 2" of a comms relay can re-roll Reserves rolls. A model in cover behind a comms relay has a 5+ cover save. (See Stronghold Assault, pg. 19-20).
Void Shield	Whist a building has a void shield, any hits scored by shooting attacks against the building, models embarked within it or upon its battlements will instead hit the void shield. A void shield has an Armour Value of 12. A glancing or penetrating hit (or any hit from a Destroyer weapon) scored against a void shield causes it to collapse. After this, further hits strike the original target instead. At the end of each of the controlling player's turns, roll a dice for the collapsed void shield; a roll of 5+ instantly restores it. (See Stronghold Assault, pg. 19).
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).
Telekinesis	0 - Assail, 1 - Crush, 2 - Ojuration Mechanicum, 3 - Shockwave, 4 - Levitation, 5 - Telekine Dome, 6 - Psychic Maelstrom (see Warhammer 40,000: The Rules, pg. 197).
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	
Ancient Doom	See C:E, pg. 25.
Battle Focus	See C:EC, pg. 148.
Bulky	Bulky (see WH40k, pg. 159).
Dancing on the Blade's Edge	A unit with this special rule has two values listed for their Leadership value, separated by a slash, for example, 10/6. The first is used for all Leadership tests or Morale checks, including Pinning tests, taken by the unit, except for Regroup tests. The second value is used for all Regroup tests made by the unit. When accompanied by a Character model with a single Leadership value, the unit may use this value for Regroup tests where it is higher than the unit's value. (See IA11 - 2E, pg. 154.)
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).
First Prince	A Corsair Prince may take one of the following options, at no additional points cost. (See IA11 - 2E, pg. 158.)
Fleet	Fleet (see WH40k, pg. 164).
Force of Will	All Eldar Corsair units within 12" that can draw a line of sight to a model with this special rule may re-roll all failed Regroup tests. (See IA11 - 2E, pg. 158.)
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).

Night Vision	Night Vision (see WH40k, pg. 40).
Outflank	Outflank (see WH40k, pg. 168).
Power from Pain	See C:DE, pg. 100.
Psyker	Psyker (see WH40k, pg. 170).
Psyker (Mastery Level 2)	Psyker (see WH40k, pg. 170).
Rage	Rage (see WH40k, pg. 170).
Reckless Abandon	Any unit which includes only models with this special rule that fires at an enemy unit within 12" of itself may make an immediate move of 6" after all effects of the shooting attack have been resolved. If the unit has the Jet Pack Infantry or Eldar Jetbike, this move is increased to 6+D6". This move cannot place the unit into close combat, within 1" of any enemy unit, or be used to move them closer to any unit targeted by their shooting attacks. (See IA11 - 2E, pg. 154.)
Relentless	Relentless (see WH40k, pg. 170).
Smash	Smash (see WH40k, pg. 171).
Spirit Mark	See C:E, pg. 29.
Strikedown	Strikedown (see WH40k, pg. 172).
Traveller of Forgotten Paths	The Corsair Prince with this trait gains a multiphase key generator, and any other Character model from the same Detachment may purchase a multiphase key generator for +25 points. (See IA11 - 2E, pg. 159.)
Very Bulky	Very Bulky (see WH40k, pg. 35).
Wild Psyker (Mastery Level 1)	A model with this special rule follows all the usual rules for Psykers and is considered to have the Psyker special rule, but when called upon to roll on the Perils of the Warp table rolls on the following table instead: D6 Result 1 Devoured 2-3 Soul-wracked 4-5 Warp Terrors 6 The Eye of She Who Thirsts (See IA11 - 2E, pg. 154.)
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	
Medium Building (Armour Value 14, Transport Capacity 20, HP 4)	Medium Building (Armour Value 14, Transport Capacity 20, HP 4) (See WH40K, pg. 110)
Unit Type	
Artillery	Artillery (see WH40k, pg. 64).
Eldar Jetbike	See WH40k, pg. 45.
Eldar Jetbikes	See WH40K rulebook, pgs. 44-49.
Infantry	Infantry (see WH40k, pg. 62).
Infantry (Character)	See WH40K rulebook, pgs. 44-49.
Jump Gargantuan Creature	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.
Brace of Pistols	A model with this special rule counts as being armed with two shuriken pistols and two splinter pistols, which do not need to be represented on the model and may be used in any combination in a given Shooting phase or Assault phase (see IA11 - 2E, pg. 155).
Close Combat Weapon	S User; AP - ; Melee.
Corsair Kinetic Shroud	A vehicle equipped with a Corsair kinetic shroud that moves at least 6" in the Movement phase gains a 5+ invulnerable save against shooting attacks until the beginning of its controlling player's next player turn. When moving Flat Out or making a Run move and moving the maximum allowed distance, a vehicle with a Corsair kinetic shroud gains a 4+ Invulnerable save against shooting attacks until the beginning of its controlling player's next player turn. On turns in which a vehicle with a Corsair kinetic shroud enters play using Deep Strike, it counts as having moved Flat Out, gaining a 4+ invulnerable save against Shooting attacks, and may re-roll any failed Invulnerable saves until the beginning of its controlling player's next player turn. (See IA11 - 2E, pg. 156).
Corsair Void Burners	A vehicle equipped with Corsair Void Burners gains the Deep Strike special rule. (see IA11 - 2E, pg. 156).

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.
Heavy Mesh Armour	Heavy mesh armour provides a 4+ Armour save. (see IA11 - 2E, pg. 155).
Kabalite Armour	Confers a 5+ Armour Save.
Mesh Armour	See C:E, pg. 65.
Plasma Grenades	See WH40k, pg. 62.
Scatter Laser	36"R; S6; AP6; Heavy 4 (C:EC, pg 149).
Shadowwave Grenades	8" Range; S 3; AP -; Assault 1, Blast. (see IA11 - 2E, pg. 155).
Shimmershield	See C:EC, pg. 153.
Shuriken Pistol	12"R; S4; AP5; Pistol, Bladestorm (C:EC, pg. 150).
Splinter Cannon	36"R; S1; AP5; Salvo 4/6, Poisoned (4+) (C:DE, pg, 106).
Splinter Pistol	12"R; S1; AP5; Pistol, Poisoned (4+) (C:DE, pg, 106).
Splinter Rifle	24"R; S1; AP5; Rapid Fire, Poisoned (4+) (C:DE, pg, 106).
TL Shuriken Catapults	12"R; S4; AP5; Assault 2, Bladestorm, Twin Linked (C:E, pg 68).
Webway Portal	See C:DE, pg, 108.
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.)
Witch Staff	S User, AP -, Melee, Armourbane, Fleshbane, Soul Blaze (C:EC, pg. 152).
Weapons	
D-cannon	24"R; S D; AP2; Heavy 1, Barrage, Blast (C:EC, pg. 149).
D-Scythe	Template; S D; AP2; Assault 1, Distort Scythe (C:EC, pg. 149).
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 Catapult	12"R; S4; AP5; Assault 2, Bladestorm (C:EC, pg 150).
Shuriken Pistol	12"R; S4; AP5; Pistol, Bladestorm (C:EC, pg 150).
Witch Staff	S User, AP -, Melee, Armourbane, Fleshbane, Soul Blaze (C:EC, pg. 152).
Wraithcannon	12"R; S D; AP2; Assault 1 (C:EC, pg. 149).