

1750 Pts - Dark Eldar - Lawrence Baker 1st Overall No Retreat 3 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Realspace Raiders Detachment (72 ⁺, 1750 pts)												
Archon	1		7	7	3	3	3	7	4/5	10	5+	185
(C:DE, pg. 70); Infantry (Character); Fleet; Independent Character; Night Vision; Power from Pain; Kabalite Armour; Plasma Grenades; Agoniser; Blaster; Haywire Grenades; Warlord												
Venom	1	Grp:	BS: 4	FA: 10	SA: 10	RA: 10	HP: 2	Save: -				[80]
(C:DE, pg. 87); Vehicle (Skimmer, Fast, Open-Topped, Transport); Deep Strike; 5 model capacity; Night Vision; Flickerfield; Splinter Cannons (x2); Chain-snares; Grisly Trophies; Jink												
Kabalite Warriors	4		4	4	3	3	1	5	1	8	5+	135
(C:DE, pg. 78); Infantry ; Fleet; Night Vision; Power from Pain; Kabalite Armour; Splinter Rifle (x3); Close Combat Weapon; Blaster (x1)												
Sybarite	1		4	4	3	3	1	5	2	9	5+	[23]
Automatic Unit Type; Splinter Rifle; Close Combat Weapon; Haywire Grenades												
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Reavers	8		4	4	3	4	1	6	1/2	8	5+	178
(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 (x6); Splinter Rifle (x6); Blaster (x2); Cluster Caltrops (x2); Hammer of Wrath; Jink; Relentless; Very Bulky												
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Realspace Raiders Detachment	1	Grp: Detachment										0
											Total Cost:	1750

Option Footnotes

Warlord Traits	
Warlord	See WH40k, pg. 124.
Special Rules	
Combat Drugs	See C:DE, pg. 100.
Deep Strike	Deep Strike (see WH40k, pg. 162).
Fleet	Fleet (see WH40k, pg. 164).
Hammer of Wrath	Hammer of Wrath (see WH40k, pp. 91 & 165).
Hit & Run	Hit & Run (see WH40k, pg. 165).
Independent Character	Independent Character (see WH40k, pg. 166).
Jink	Jink (see WH40k, pg. 167).
Night Vision	Night Vision (see WH40k, pg. 40).
Power from Pain	See C:DE, pg. 100.
Relentless	Relentless (see WH40k, pg. 170).
Skilled Rider	Skilled Rider(see WH40k, pg. 171).
Very Bulky	Very Bulky (see WH40k, pg. 35).
Unit Type	
Automatic Unit Type	See WH40K rulebook, pgs. 44-49.
Eldar Jetbikes	See WH40K rulebook, pgs. 44-49.
Infantry	See WH40K rulebook, pgs. 44-49.
Infantry (Character)	See WH40K rulebook, pgs. 44-49.
Vehicle (Skimmer, Fast, Open-Topped, Transport)	See WH40K rulebook, pgs. 44-49.
Wargear	
Agoniser	S User, AP3, Melee, Poisoned (4+) (C:DE, pg. 101).
Bladevanes	See C:DE, pg. 107.
Blaster	18"R, S8, AP2, Assault 1, Lance (C:DE, pg. 104).
Chain-snares	See C:DE, pg. 108.
Close Combat Weapon	S User; AP - ; Melee.
Cluster Caltrops	See C:DE, pg. 107.
Flickerfield	See C:DE, pg. 108.
Grisly Trophies	See C:DE, pg. 108.
Haywire Grenades	See WH40k, pg. 37.
Kabalite Armour	Confers a 5+ Armour Save.
Plasma Grenades	See WH40k, pg. 62.
Reaver Jetbike	See C:DE, pg. 107.
Splinter Cannon	36"R; S1; AP5; Salvo 4/6, Poisoned (4+) (C:DE, pg. 106).
Splinter Cannons (x2)	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).
Wychsuit	See C:DE, pg. 106.

Roster Design Information

Power from Pain : Pain increases powers by game turn (see Codex: Dark Eldar, pg. 100).

1: None; 2: Feel No Pain (6+); 3: Feel No Pain; 4: Feel No Pain, Furious Charge; 5: Feel No Pain, Furious Charge, Fearless; 6+: Feel No Pain, Furious Charge, Fearless, Rage.