

1850 Pts - Eldar - Reece Robbins's Eldar 15th Seed Adepticon 2012

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
HQ: Eldrad Ulthran (1⁺, 210 pts)												
Eldrad Ulthran	1		5	5	3	4	3	5	1/2	10	-/3(i)	210
(pp.50-51 & 61 Eldar); Psyker; Doom ; Eldritch Storm ; Fortune ; Guide ; Mind War ; Divination; Ghosthelm; Rune Armour; Runes of Warding; Runes of Witnessing; Spirit Stones; Shuriken Pistol; Witchblade; Staff of Ulthamar; Independent Character												
HQ: Avatar (1⁺, 155 pts)												
Avatar	1		10	5	6	6	4	6	4	10	3+/4	155
(pp.24 & 61 Eldar); Unit Type: Monstrous Creature; Fearless; Daemon; Inspiring; Molten Body; Wailing Doom												
Elite: Fire Dragons (5⁺, 105 pts)												
Fire Dragons	4		4	4	3	3	1	5	1	9	4+	105
(pp.32 & 62 Eldar); Fleet; Fusion Gun; Melta Bombs												
Fire Dragon Exarch	1	-	5	5	3	3	1	6	2	9	3+	[41]
Fleet; Crack Shot ; Firepike; Melta Bombs												
Elite: Fire Dragons (5⁺, 105 pts)												
Fire Dragons	4		4	4	3	3	1	5	1	9	4+	105
(pp.32 & 62 Eldar); Fleet; Fusion Gun; Melta Bombs												
Fire Dragon Exarch	1	-	5	5	3	3	1	6	2	9	3+	[41]
Fleet; Crack Shot ; Firepike; Melta Bombs												
Elite: Harlequin Troupe (10⁺, 250 pts)												
Harlequin Troupe	9		5	4	3	3	1	6	2/3	9	-/5(i)	250
(pp.48-49 & 63 Eldar); Fleet; Flip Belts; Furious Charge; Hit & Run; Holo-Suit; Harlequins Kiss (x9); Shuriken Pistol (x9); Hallucinogen Grenades												
Shadowseer	1	-	5	4	3	3	1	6	2/3	9	-/5(i)	[52]
Psyker; Veil Of Tears ; Fleet; Flip Belts; Furious Charge; Hit & Run; Holo-Suit; Harlequins Kiss; Shuriken Pistol; Hallucinogen Grenades												
Troops: Dire Avengers (10⁺, 120 pts)												
Dire Avengers	10		4	4	3	3	1	5	1	9	4+	120
(pp.30 & 64 Eldar); Fleet; Avenger S-Catapult												
Troops: Dire Avengers (10⁺, 120 pts)												
Dire Avengers	10		4	4	3	3	1	5	1	9	4+	120
(pp.30 & 64 Eldar); Fleet; Avenger S-Catapult												
Troops: Dire Avengers (10⁺, 120 pts)												
Dire Avengers	10		4	4	3	3	1	5	1	9	4+	120
(pp.30 & 64 Eldar); Fleet; Avenger S-Catapult												
Troops: Guardians (10⁺, 85 pts)												
Guardians	10		3	3	3	3	1	4	1	8	5+	85
(p.39 & p.64 Eldar); Fleet; Shuriken Catapult (x10)												
Weapon Platform	1	Grp: -										[5]
Shuriken Cannon												
Troops: Guardian Jetbike Squadron (3⁺, 76 pts)												
Guardian Jetbike Squadron	3		3	3	3	3/4	1	4	1	8	3+	76
(pp.40 & 64 Eldar); Unit Type: Jetbike Infantry; Turbo-boosters; Eldar Jetbike; Shuriken Cannon (x1); TL Shuriken Catapults (x2)												
Heavy Support: War Walker Squadron (3⁺, 180 pts)												
War Walker Squadron	1											180
(pp.44 & 66 Eldar); Scouts												
War Walker	1	Grp: -	WS: 3	BS: 3	St: 5	In: 4	At: 2	FA: 10	SA: 10	RA: 10	[60]	
Scatter Laser; Scatter Laser												
War Walker	1	Grp: -	WS: 3	BS: 3	St: 5	In: 4	At: 2	FA: 10	SA: 10	RA: 10	[60]	
Scatter Laser; Scatter Laser												
War Walker	1	Grp: -	WS: 3	BS: 3	St: 5	In: 4	At: 2	FA: 10	SA: 10	RA: 10	[60]	
Scatter Laser; Scatter Laser												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Heavy Support: Wraithlord (1^x, 155 pts)												
Wraithlord	1		4	4	10	8	3	4	2	10	3+	155
(pp.47 & 66 Eldar); Unit Type: Monstrous Creature; Fearless; Wraithsight; Flamer (x2); Bright Lance; Missile Launcher												
Heavy Support: Wraithlord (1^x, 155 pts)												
Wraithlord	1		4	4	10	8	3	4	2	10	3+	155
(pp.47 & 66 Eldar); Unit Type: Monstrous Creature; Fearless; Wraithsight; Flamer (x2); Bright Lance; Missile Launcher												
											Total Cost:	1836

Option Footnotes

Psychic Powers	
Doom	Select one non-Vehicle unit within 24" all Hits caused to that unit gain a re-roll to wound until the start of the next Eldar turn. (p.28 Eldar)
Eldritch Storm	18" Range; S3; AP-; L-Blast, Pinning; Vehicles touched take 2D6+3 AP hit, and Spun in random Direction, if "Hit" is scored Eldar player may choose its Facing. Takes the place of a ranged attack. (p.28 Eldar)
Fortune	One unit within 6" may re-roll saves it makes until the next Eldar Turn. (p.28 Eldar)
Guide	One unit within 6" may re-roll shooting "to hit" rolls until the next Eldar Turn (can re-roll scatter dice). (p.28 Eldar)
Mind War	18" Range; S compare 1D6+Ld. Enemy suffers one wound per point less the then Farseer. No Armour saves allowed. Used "instead of Shooting!" (p.28 Eldar)
Veil Of Tears	The Shadow Seer uses her powers to confuse and terrify her foe. Any enemy unit wishing to target the shadowseer or the unit she is with must roll 2D6x2. This is their spotting distance in inches. If the Models are not within spotting range, they may not fire that turn. The Shadowseer and her unit can always be ignored by the enemy for the purpose of determining target priority.
Special Rules	
Crack Shot	Ignores cover saves, re-roll failed 'To Wound' rolls when shooting. (p.34 Eldar)
Daemon	To all intents and purposes, an Avatar is a Daemon and will therefore be affected by weapons and abilities that affect Daemons. He benefits from a 4+ Invulnerable save as well as his 3+ armour save. (p.24 Eldar)
Divination	After both sides have Deployed at the start of the Game, the Eldar player may reposition D3+1 units in his army within its Deployment zone. (p.51 Eldar)
Fearless	Automatically pass all morale tests, conditions apply (p75 WH40K 5E)
Fleet	May assault in the same turn as running, conditions apply (p75 WH40K 5E)
Flip Belts	Can Ignore Difficult Terrain
Furious Charge	Add +1 to strength and initiative, conditions apply (p75 WH40K 5E)
Hit & Run	May move 3D6" after combat, conditions apply (p75 WH40K 5E)
Independent Character	(See WH40k, pg. 50.)
Inspiring	When led by their Avatar, the craftworld Eldar are filled with thoughts of bloodshed, and its presence inspires them to great acts of valour. Any Eldar unit with a model within 12" of the Avatar becomes Fearless. (p.24 Eldar)
Molten Body	The Avatar's body is fashioned from burning iron flooded with flowing magma. Melta weapons, flamers and heavy flamers, cannot wound the Avatar. (p.24 Eldar)
Psyker	1.) Psykers affect wraith sight up to 6", and upgraded Spiritseers allow 12" 2.) Farseer Psychic Tests: Roll 2D6 not more than Leadership stat. Warlocks and Shadowseers do not roll psychic tests. 3.) Perils of the Warp: On a Psychic Test roll of 2 or 12, Psyker is wounded. Successful invulnerable saves must be re-rolled. On a roll of 2 the power still works, even if killed.
Scouts	May move at the start of the battle before the first turn, conditions apply (p76 WH40K 5E)
Turbo-boosters	Bikes/jetbikes may move up to 24", cover save of 3+, conditions apply (p76 WH40K 5E)
Wraithsight	If not within 6" of Friendly Psyker, roll D6, result of 1 the Unit is Inactive this turn. Cannot move, shoot or fight, and is hit automatically in CC. (p.46 Eldar)
Unit Type	
Unit Type: Jetbike Infantry	Unit Type: Jetbikes (p.54 WH40k) 1.) Move upto 12" over terrain. If end of move is in Diff Terr, do Dangerous Terrain test. Can land on top of Diff Terr, is without cover, and is as tall as the Terr for LOS. Can move though Diff Terr, take test. Get Cover. 2.) Turbo boosters special rule (p.76 WH40k) 3.) Shoot 1 weapon per rider. can Move and fire, RF and Heavy and still assault. 4.) Assault 6" affected by Diff Terr. Eldar Jetbikes: Can move 6" in assault phase. 5.) Fall back 3D6" over terrain. 6.) Increase stat +1T. (not vs Instant death.)

Unit Type: Monstrous Creature	Unit Type: Monstrous Creature (p.51 WH40k) 1) Have Move Through Cover (p. 75 WH40k) 2) Fire two weapons per turn and have Relentless (p. 76 WH40k). 3) Close combat wounds ignore Armour Saves. 4) Armour penetration 2D6+Str
Wargear	
Eldar Jetbike	Unit Type: Jetbike Infantry. Eldar jetbikes come with Twin-Linked Shuriken catapults, and confer a +1T as well as a 3+ armour save to the Rider. (p.40 Eldar) See Jetbikes for more info on movement. (p.54 WH40k)
Ghosthelm	Wearer may ignore perils of the warp on a 3+. (p.26 Eldar)
Holo-Suit	Harlequins use a a sophisticated holo-suit to fragment their image and foil incoming fire and blows from their enemies. They benefit from a 5+ invulnerable save.
Rune Armour	Eldrad's Rune Armour Save is 3+ Invulnerable (p.61 Eldar)
Runes of Warding	Enemy Psykers tests must be taken on 3D6 suffering Perils of the Warp attack on any roll of 12 or above. (p.26 Eldar)
Runes of Witnessing	Can use the RofWitnessing to test for a psyker test roll 3D6 discard the highest die. (p.26 Eldar)
Spirit Stones	Allows Psyker to use another power in the turn. You may not use the same one. (p.26 Eldar)
Weapons	
Avenger S-Catapult	18" Range; S4; AP5; Assault 2
Bright Lance	36" Range; S8; AP2; Heavy 1, Lance
Firepike	18" Range; S8; AP1; Assault 1; Melta
Flamer	Template; S4; AP5; Assault 1
Fusion Gun	12" Range; S8; AP1; Assault 1; Melta
Hallucinogen Grenades	Negate the effects of cover in close combat. (p.39 WH40k)
Harlequins Kiss	CCW with Rending special close combat attack (p.46 WH40k)
Melta Bombs	One attack with 8+2D6 AP (exceptions apply p72 WH40K)
Missile Launcher	48" Range; S8; AP3; Heavy 1 or S4; AP4; Heavy 1, Blast, Pinning
Scatter Laser	36" Range; S6; AP6; Heavy 4
Shuriken Cannon	24" Range; S6; AP5; Assault 3
Shuriken Catapult	12" Range; S4; AP5; Assault 2
Shuriken Pistol	12" Range; S4; AP5; Pistol
Staff of Ulthamar	May be used in one of 2 ways per turn: First: Allows Eldrad to use another Pysker power (even one already used) when not ingaged in Combat. Second: Allows Eldrad to always wound on 2+ in Close Combat. Attacks also ignore Armor Saves. (p.51 Eldar)
TL Shuriken Catapults	12" Range; S4; AP5; Assault 2, Twin Linked
Wailing Doom	12" Range; S8; AP1; Assault 1, Melta
Witchblade	Wounds on 2+; Against Vehicles S9+D6 AP. (p.42 WH40K)