

1850 Pts - Eldar

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Combined Arms Detachment (26 , 1190 pts)												
Farseer	1		5	5	3	3/4	3	5	1/2	10	3+/4(i)	145
(C:E, pp. 28 & 95); Eldar Jetbike ; Character ; Rune Armour; Shuriken Pistol; Ghosthelm; Runes of Warding; Runes of Witnessing; Eldar Jetbike; Singing Spear; TL Shuriken Catapults (x1); Hammer of Wrath; Jink; Relentless; Ancient Doom; Battle Focus; Independent Character; Psyker (Mastery Level 3)												
Dire Avengers	5		4	4	3	3	1	5	1	9	4+	210
(C:E, pp. 31 & 96); Infantry ; Aspect Armour; Avenger Shuriken Catapult; Plasma Grenades; Ancient Doom; Battle Focus; Counter-attack; Fleet												
Wave Serpent	1	Grp: - BS: 4 FA: 12 SA: 12 RA: 10 HP: 3 Save: -										[145]
(C:E, pp. 45 & 97); Vehicle (Tank, Fast, Skimmer, Transport); 12 model capacity; TL Scatter Lasers; Shuriken Cannon; Serpent Shield; Holo-Fields; Jink												
Dire Avengers	5		4	4	3	3	1	5	1	9	4+	210
(C:E, pp. 31 & 96); Infantry ; Aspect Armour; Avenger Shuriken Catapult; Plasma Grenades; Ancient Doom; Battle Focus; Counter-attack; Fleet												
Wave Serpent	1	Grp: - BS: 4 FA: 12 SA: 12 RA: 10 HP: 3 Save: -										[145]
(C:E, pp. 45 & 97); Vehicle (Tank, Fast, Skimmer, Transport); 12 model capacity; TL Scatter Lasers; Shuriken Cannon; Serpent Shield; Holo-Fields; Jink												
Warlock Council	1	Grp:										330
(C:E, 29 & 95)												
Warlock	1	-	4	4	3	3/4	1	5	1/2	8	3+/4(i)	[55]
Eldar Jetbike ; Rune Armour; Shuriken Pistol; Singing Spear; Eldar Jetbike; TL Shuriken Catapults (x1); Hammer of Wrath; Jink; Relentless; Ancient Doom; Battle Focus; Psyker (Mastery Level 1)												
Warlock	1	-	4	4	3	3/4	1	5	1/2	8	3+/4(i)	[55]
Eldar Jetbike ; Rune Armour; Shuriken Pistol; Singing Spear; Eldar Jetbike; TL Shuriken Catapults (x1); Hammer of Wrath; Jink; Relentless; Ancient Doom; Battle Focus; Psyker (Mastery Level 1)												
Warlock	1	-	4	4	3	3/4	1	5	1/2	8	3+/4(i)	[55]
Eldar Jetbike ; Rune Armour; Shuriken Pistol; Singing Spear; Eldar Jetbike; TL Shuriken Catapults (x1); Hammer of Wrath; Jink; Relentless; Ancient Doom; Battle Focus; Psyker (Mastery Level 1)												
Warlock	1	-	4	4	3	3/4	1	5	1/2	8	3+/4(i)	[55]
Eldar Jetbike ; Rune Armour; Shuriken Pistol; Singing Spear; Eldar Jetbike; TL Shuriken Catapults (x1); Hammer of Wrath; Jink; Relentless; Ancient Doom; Battle Focus; Psyker (Mastery Level 1)												
Warlock	1	-	4	4	3	3/4	1	5	1/2	8	3+/4(i)	[55]
Eldar Jetbike ; Rune Armour; Shuriken Pistol; Singing Spear; Eldar Jetbike; TL Shuriken Catapults (x1); Hammer of Wrath; Jink; Relentless; Ancient Doom; Battle Focus; Psyker (Mastery Level 1)												
Farseer	1		5	5	3	3/4	3	5	1/2	10	3+/4(i)	145
(C:E, pp. 28 & 95); Eldar Jetbike ; Character ; Rune Armour; Shuriken Pistol; Ghosthelm; Runes of Warding; Runes of Witnessing; Eldar Jetbike; Singing Spear; TL Shuriken Catapults (x1); Hammer of Wrath; Jink; Relentless; Ancient Doom; Battle Focus; Independent Character; Psyker (Mastery Level 3)												
Warp Spiders	4		4	4	3	3	1	5	1	9	3+	150
(C:E, pp. 37 & 100); Infantry (Jetpack); Heavy Aspect Armour; Death Spinner; Warp Jump Generators; Bulky; Deep Strike; Relentless; Ancient Doom; Battle Focus; Fleet; Hit & Run												
Warp Spider Exarch	1	-	5	5	3	3	1	6	2/3	9	3+	[74]
Character ; TL Death Spinner; Powerblades; Fast Shot; Marksman's Eye												
Combined Arms Detachment	1	Grp: Detachment										0

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost	
: Combined Arms Detachment (14 x 660 pts)													
Dire Avengers	5		4	4	3	3	1	5	1	9	4+	210	
(C:E, pp. 31 & 96); Infantry ; Aspect Armour; Avenger Shuriken Catapult; Plasma Grenades; Ancient Doom; Battle Focus; Counter-attack; Fleet													
Wave Serpent	1	Grp: -	BS: 4	FA: 12	SA: 12	RA: 10	HP: 3	Save: -					[145]
(C:E, pp. 45 & 97); Vehicle (Tank, Fast, Skimmer, Transport); 12 model capacity; TL Scatter Lasers; Shuriken Cannon; Serpent Shield; Holo-Fields; Jink													
Dire Avengers	5		4	4	3	3	1	5	1	9	4+	210	
(C:E, pp. 31 & 96); Infantry ; Aspect Armour; Avenger Shuriken Catapult; Plasma Grenades; Ancient Doom; Battle Focus; Counter-attack; Fleet													
Wave Serpent	1	Grp: -	BS: 4	FA: 12	SA: 12	RA: 10	HP: 3	Save: -					[145]
(C:E, pp. 45 & 97); Vehicle (Tank, Fast, Skimmer, Transport); 12 model capacity; TL Scatter Lasers; Shuriken Cannon; Serpent Shield; Holo-Fields; Jink													
Farseer	1		5	5	3/4	3/4	3	5	1/2	10	3+/4(i)	240	
(C:E, pp. 28 & 95); Eldar Jetbike ; Character ; Rune Armour; Ghosthelm; Runes of Warding; Runes of Witnessing; Eldar Jetbike; Singing Spear; TL Shuriken Catapults (x1); Hammer of Wrath; Jink; Relentless; Warlord ; Ancient Doom; Battle Focus; Hit & Run; Psyker (Mastery Level 3); Shrouded; Stealth; The Phoenix Gem; Firesabre; Mantle of the Laughing God													
Combined Arms Detachment	1	Grp: Detachment										0	
											Total Cost:	1850	

Option Footnotes

Exarch Powers	
Fast Shot	See C:E, pg. 30.
Marksman's Eye	See C:E, pg. 30.
Warlord Traits	
Warlord	See WH40k, pg. 124.
Vehicle Equipment	
Holo-Fields	See C:E, pg. 67.
Serpent Shield	60"R, S7, AP -, Assault D6+1, Pinning, Ignores Cover (C:E, pg. 67).
Special Rules	
Ancient Doom	See C:E, pg. 25.
Battle Focus	See C:E, pg. 25.
Bulky	Bulky (see WH40k, pg. 159).
Counter-attack	Counter-attack (see WH40k, pg. 163).
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).
Psyker (Mastery Level 1)	Psyker (see WH40k, pg. 170).
Psyker (Mastery Level 3)	Psyker (see WH40k, pg. 170).
Relentless	Relentless (see WH40k, pg. 170).
Shrouded	Shrouded (see WH40k, pg. 170).
Stealth	Stealth (see WH40k, pg. 172).
Unit Type	
Character	Character (see WH40k, pg. 100).
Eldar Jetbike	See WH40k, pg. 45.
Infantry	Infantry (see WH40k, pg. 44).
Infantry (Jetpack)	Infantry (see WH40k, pg. 44), Jet Pack Units (see WH40k, pg. 47).
Vehicle (Tank, Fast, Skimmer, Transport)	Vehicle (Skimmer, Tank, Fast, Transport) (see WH40k, pgs. 78, 83, 85-86).
Wargear	
Aspect Armour	See C:E, pg. 65.
Eldar Jetbike	See WH40k, pg. 45.
Firesabre	S+1, AP3, Melee, Soul Blaze, Wildfire (C:E, pg. 69).
Ghosthelm	See C:E, pg. 66.
Heavy Aspect Armour	See C:E, pg. 65.

Mantle of the Laughing God	See C:E, pg. 69.
Runes of Warding	See C:E, pg. 28.
Runes of Witnessing	See C:E, pg. 28.
The Phoenix Gem	See C:E, pg. 69.
Warp Jump Generators	See C:E, pg. 36.
Weapons	
Avenger Shuriken Catapult	18"R; S4; AP5; Assault 2, Bladestorm (C:E, pg. 30).
Death Spinner	12"R; S6; AP -; Assault 2, Monofilament (C:E, pg. 63).
Plasma Grenades	See WH40k, pg. 62.
Powerblades	S User, AP3, Melee (C:E, pg. 65).
Shuriken Cannon	24"R; S6; AP5; Assault 3, Bladestorm (C:E, pg 63).
Shuriken Pistol	12"R; S4; AP5; Pistol, Bladestorm (C:E, pg 63).
Singing Spear	12"R; S9; AP -; Assault 1, Fleshbane. S User, AP -, Melee, Armourbane, Fleshbane (C:E, pg. 65).
TL Death Spinner	12"R; S6; AP -; Assault 2, Monofilament, Twin-linked (C:E, pg. 63).
TL Scatter Lasers	36"R; S6; AP6; Heavy 4, Laser Lock, Twin Linked (C:E, pg 62).
TL Shuriken Catapults	12"R; S4; AP5; Assault 2, Bladestorm, Twin Linked (C:E, pg 68).

Validation Report

a-0. Army Selection: Battle-forged; 1. Codex: Codex: Eldar (2013); c-1. File Version: 1.12 For Bug Reports/www.ab40k.org; b-1. Roster Options: Named or Special Characters; a-1. Scenario: Normal Mission
Roster satisfies all enforced validation rules

Roster Statistics

% HQ: 28.6
 % Knight: 0
 % Elite: 0
 % Troops: 45.4
 % Fast: 8.1
 % Heavy: 0
 % Fortification: 0
 % Wargear: 5.1
 Model Count: 38
 Files version: 1.12

Group	Min	Max	Used
Detachment	0	0	2
	-	-	3
	-	-	0
	-	-	4
	-	-	1
	-	-	0
	0	1	0
	0	1	0