



## 2000 Pts - Eldar

	Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>HQ: Farseer (1<math>\times</math>, 115 pts)</b>													
	Farseer	1		5	5	3	3	3	5	1/2	10	-4(i)	115
(C:E, pp. 28 & 95); <b>Infantry</b> (Character); Rune Armour; Shuriken Pistol; Witchblade; Ghosthelm; Runes of Witnessing; Ancient Doom; Battle Focus; Fleet; Independent Character; Psyker (Mastery Level 3)													
<b>: Warlock Council (1<math>\times</math>, 40 pts)</b>													
	Warlock Council	1	Grp:										40
(C:E, 29 & 95)													
	Warlock	1	-	4	4	3	3	1	5	1/2	8	-4(i)	[40]
<b>Infantry</b> ; Rune Armour; Shuriken Pistol; Singing Spear; Ancient Doom; Battle Focus; Fleet; Psyker (Mastery Level 1)													
<b>HQ: Autarch (1<math>\times</math>, 95 pts)</b>													
	Autarch	1		6	6	3	3	3	6	3/4	10	3+4(i)	95
(C:E, pp.27 & 94); <b>Infantry</b> (Character); Power Sword; Heavy Aspect Armour; Shuriken Pistol; Haywire Grenades; Plasma Grenades; Forceshield; Banshee Mask; Avenger Shuriken Catapult; <b>Warlord</b> ; Ancient Doom; Battle Focus; Fleet; Independent Character; The Path of Strategy													
<b>Troops: Guardian Defenders (10<math>\times</math>, 110 pts)</b>													
	Guardian Defenders	10		4	4	3	3	1	5	1	8	5+	110
(C:E, pp. 40 & 96); <b>Infantry</b> ; Mesh Armour; Shuriken Catapult; Plasma Grenades; Ancient Doom; Battle Focus; Fleet													
	Heavy Weapon Platform	1	Grp: - To: 5 Wo: 1 Save: 3+										[20]
Starcannon													
<b>Troops: Dire Avengers (10<math>\times</math>, 170 pts)</b>													
	Dire Avengers	9		4	4	3	3	1	5	1	9	4+	170
(C:E, pp. 31 & 96); <b>Infantry</b> ; Aspect Armour; Avenger Shuriken Catapult; Plasma Grenades; Ancient Doom; Battle Focus; Counter-attack; Fleet													
	Dire Avenger Exarch	1	-	5	5	3	3	1	6	2/3	9	3+	[53]
<b>Character</b> ; Heavy Aspect Armour; Diresword; Shuriken Pistol; Disarming Strike													
<b>Troops: Dire Avengers (11<math>\times</math>, 305 pts)</b>													
	Dire Avengers	9		4	4	3	3	1	5	1	9	4+	305
(C:E, pp. 31 & 96); <b>Infantry</b> ; Aspect Armour; Avenger Shuriken Catapult; Plasma Grenades; Ancient Doom; Battle Focus; Counter-attack; Fleet													
	Dire Avenger Exarch	1	-	5	5	3	3	1	6	2/3	9	3+	[53]
<b>Character</b> ; Heavy Aspect Armour; Diresword; Shuriken Pistol; Disarming Strike													
	Wave Serpent	1	Grp: - BS: 4 FA: 12 SA: 12 RA: 10 HP: 3										[135]
(C:E, pp. 45 & 97); <b>Vehicle</b> (Tank, Fast, Skimmer, Transport); <b>12 model</b> capacity; TL Bright Lances; TL Shuriken Catapults; Serpent Shield; Holo-Fields; Jink													
<b>Heavy Support: Wraithlord (1<math>\times</math>, 165 pts)</b>													
	Wraithlord	1		4	4	8/9	8	3	4	3	10	3+	165
(C:E, pp. 50 & 103); <b>Monstrous Creature</b> (Character); Flamer (x2); Ghostglaive; Starcannon (x2); Fear; Hammer of Wrath; Move Through Cover; Relentless; Smash; Ancient Doom; Fearless													
<b>Heavy Support: Wraithlord (1<math>\times</math>, 165 pts)</b>													
	Wraithlord	1		4	4	8/9	8	3	4	3	10	3+	165
(C:E, pp. 50 & 103); <b>Monstrous Creature</b> (Character); Flamer (x2); Ghostglaive; Scatter Laser (x2); Fear; Hammer of Wrath; Move Through Cover; Relentless; Smash; Ancient Doom; Fearless													
<b>Heavy Support: Fire Prism (1<math>\times</math>, 140 pts)</b>													
	Fire Prism	1	Grp:  BS: 4 FA: 12 SA: 12 RA: 10 HP: 3										140
(C:E, pp. 44 & 102); <b>Vehicle</b> (Fast, Skimmer, Tank); Prism Cannon; TL Shuriken Catapults; Holo-Fields; Jink													
<b>Elite: Wraithguard (5<math>\times</math>, 210 pts)</b>													
	Wraithguard	5		4	4	5	6	1	4	1	10	3+	210
(C:E, pp.49 & 99); <b>Infantry</b> ; D-Scythe; Ancient Doom; Bulky; Fearless													

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>Elite: Fire Dragons (7<math>\frac{1}{2}</math>, 302 pts)</b>												
Fire Dragons	5		4	4	3	3	1	5	1	9	3+	302
(C:E, pp. 34 & 98); <b>Infantry</b> ; Heavy Aspect Armour; Fusion Gun; Melta Bombs; Ancient Doom; Battle Focus; Fleet												
Fire Dragon Exarch	1	-	5	5	3	3	1	6	2	9	3+	[57]
<b>Character</b> : Heavy Aspect Armour; Firepike; Fast Shot												
Wave Serpent	1	Grp: - BS: 4 FA: 12 SA: 12 RA: 10 HP: 3										[135]
(C:E, pp. 45 & 97); <b>Vehicle</b> (Tank, Fast, Skimmer, Transport); <b>12 model</b> capacity; TL Scatter Lasers; TL Shuriken Catapults; Serpent Shield; Holo-Fields; Jink												
<b>Elite: Striking Scorpions (6<math>\frac{1}{2}</math>, 142 pts)</b>												
Striking Scorpions	5		4	4	3/4	3	1	5	1+1/2+	9	3+	142
(C:E, pp. 33 & 98); <b>Infantry</b> ; Heavy Aspect Armour; Shuriken Pistol; Scorpion Chainsword; Plasma Grenades; Mandiblasters; Ancient Doom; Battle Focus; Fleet; Infiltrate Move Through Cover; Stealth												
Striking Scorpion Exarch	1	-	5	5	4/6	3	1	6	2+1/3+	9	3+	[57]
<b>Character</b> : Scorpion Chainsword; Scorpion's Claw; Mandiblasters												
<b>Total Cost:</b>											<b>1959</b>	

Option Footnotes	
Exarch Powers	
Disarming Strike	See C:E, pg. 30.
Fast Shot	See C:E, pg. 30.
Warlord Traits	
<b>Warlord</b>	See WH40k, pg. 111.
Special Rules	
Ancient Doom	See C:E, pg. 25.
Battle Focus	See C:E, pg. 25.
Bulky	Bulky (see WH40k, pg. 35).
Counter-attack	Counter-attack (see WH40k, pg. 35).
Fear	Fear (see WH40k, pg. 35).
Fearless	Fearless (see WH40k, pg. 35).
Fleet	Fleet (see WH40k, pg. 35).
Hammer of Wrath	Hammer of Wrath (see WH40k, pg. 37).
Independent Character	Independent Character (see WH40k, pg. 39).
Infiltrat	Infiltrate (see WH40k, pg. 38)
Jink	Jink (see WH40k, pg. 38).
Move Through Cover	Move Through Cover (see WH40k, pg. 40).
Psyker (Mastery Level 1)	Psyker (see WH40k, pg. 41).
Psyker (Mastery Level 3)	Psyker (see WH40k, pg. 41).
Relentless	Relentless (see WH40k, pg. 41).
Smash	Smash (see WH40k, pg. 42).
Stealth	Stealth (see WH40k, pg. 42).
The Path of Strategy	See C:E, pg. 27.
Unit Type	
<b>Character</b>	Character (see WH40k, pg. 63).
<b>Infantry</b>	Infantry (see WH40k, pg. 44).
<b>Infantry (Character)</b>	Infantry (Character) (see WH40k, pgs. 44, 63)
<b>Monstrous Creature (Character)</b>	Monstrous Creature (Character) (see WH40k, pg. 48).
<b>Vehicle (Fast, Skimmer, Tank)</b>	Vehicle (Skimmer, Tank, Fast) (see WH40k, pgs. 83, 85-86).
<b>Vehicle (Tank, Fast, Skimmer, Transport)</b>	Vehicle (Skimmer, Tank, Fast, Transport) (see WH40k, pgs. 78, 83, 85-86).
Vehicle Upgrades	
Holo-Fields	See C:E, pg. 67.
Serpent Shield	60"R, S7, AP -, Assault D6+1, Pinning, Ignores Cover (C:E, pg. 67).
Wargear	
Aspect Armour	See C:E, pg. 65.
Banshee Mask	See C:E, pg. 66.
Ghosthelm	See C:E, pg. 66.
Heavy Aspect Armour	See C:E, pg. 65.
Mandiblaster	See C:E, pg. 66.
Mesh Armour	See C:E, pg. 65.
Runes of Witnessing	See C:E, pg. 28.
Weapons	
Avenger Shuriken Catapult	18"R; S4; AP5; Assault 2, Bladestorm (C:E, pg. 30).
D-Scythe	Template; S4; AP2; Assault 1, Distort (C:E, pg. 62).
Diresword	See C:E, pg. 30.
Firepike	18"R; S8; AP1; Assault 1; Melta (C:E, pg. 62).
Flamer	Template, S4, AP5, Assault 1 (WH40k, pg. 56).
Fusion Gun	12"R; S8; AP1; Assault 1; Melta (C:E, pg. 62).
Ghostglaive	S+1, AP2, Melee, Master-crafted (C:E, pg. 64).
Haywire Grenades	8"R; S 2; AP -; Assault 1, Haywire (WH40k, pg. 62).
Melta Bombs	S 8; AP 1; Armourbane, Unwieldy (see WH40k, pg. 62).
Plasma Grenades	See WH40k, pg. 62.
Power Sword	S User; AP 3; Melee.
Power Weapon	Allows choice of Power Weapon type.
Prism Cannon	60"R, S5, AP3, Heavy 1, Large Blast; 60"R, S7, AP2, Heavy 1, Blast; or 60"R, S9, AP1, Heavy 1, Lance (C:E, pg. 63).

Scatter Laser	36"R; S6; AP6; Heavy 4, Laser Lock (C:E, pg 62).
Scorpion's Chainsword	S+1, AP6, Melee (C:E, pg. 65).
Scorpion's Claw	12"R; S4; AP5; Assault 2, Sx2, AP2, Melee (C:E, pg 65).
Shuriken Catapult	12"R; S4; AP5; Assault 2, 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).
Starcannon	36"R; S6; AP2; Heavy 2 (C:E, pg 63).
TL Bright Lances	36"R; S8; AP2; Heavy 1, Lance, Twin Linked (C:E, pg 68).
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).
Witchblade	S User, AP -, Melee, Armourbane, Fleshbane (BRB, pg. 61).







### Validation Report

1. Codex: Codex: Eldar (2013); c-1. File Version: 1.43 For Bug Reports/www.ab40k.org; b-1. Roster Options: Named or Special Characters; a-1. Scenario: Normal Mission; b-2. Levels of Alliance: Battle Brothers

Roster satisfies all enforced validation rule

### Roster Statistics

% HQ: 10.7  
 % Elite: 33.4  
 % Troops: 29.9  
 % Fast: 0  
 % Heavy: 24  
 % Fortification: 0  
 % Wargear: 0  
 Model Count: 56  
 Files version: 1.43  
 % Knight: 0

Group	Min	Max	Used
	1	2	2
	0	3	3
	2	6	3
	0	3	0
	0	3	3
	0	1	0