

2000 Pts - Eldar

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
HQ: Autarch (1⚡, 100 pts)												
Autarch	1	☠	6	6	3	3	3	6	3/4	10	3+/4(i)	100
(C:E, pp.27 & 94); Infantry (Character); Power Sword; Heavy Aspect Armour; Shuriken Pistol; Haywire Grenades; Plasma Grenades; Forceshield; Banshee Mask; Fusion Gun; Ancient Doom; Battle Focus; Fleet; Independent Character; The Path of Strategy												
HQ: Farseer (1⚡, 140 pts)												
Farseer	1	☠	5	5	3	3	3	5	1/2	10	-/4(i)	140
(C:E, pp. 28 & 95); Infantry (Character); Rune Armour; Shuriken Pistol; Witchblade; Ghosthelm; Runes of Warding; Runes of Witnessing; The Spirit Stone of Anath'lan; Warlord ; Ancient Doom; Battle Focus; Fleet; Independent Character; Psyker (Mastery Level 3); The Spirit Stone of Anath'lan												
HQ: Farseer (1⚡, 125 pts)												
Farseer	1	☠	5	5	3	3	3	5	1/2	10	-/4(i)	125
(C:E, pp. 28 & 95); Infantry (Character); Rune Armour; Shuriken Pistol; Witchblade; Ghosthelm; Runes of Warding; Runes of Witnessing; Ancient Doom; Battle Focus; Fleet; Independent Character; Psyker (Mastery Level 3)												
Troops: Dire Avengers (10⚡, 170 pts)												
Dire Avengers	9	⚡	4	4	3	3	1	5	1	9	4+	170
(C:E, pp. 31 & 96); Infantry ; 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]
Character ; Heavy Aspect Armour; Diresword; Shuriken Pistol; Disarming Strike												
Troops: Dire Avengers (10⚡, 170 pts)												
Dire Avengers	9	⚡	4	4	3	3	1	5	1	9	4+	170
(C:E, pp. 31 & 96); Infantry ; 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]
Character ; Heavy Aspect Armour; Diresword; Shuriken Pistol; Disarming Strike												
Troops: Guardian Defenders (10⚡, 110 pts)												
Guardian Defenders	10	⚡	4	4	3	3	1	5	1	8	5+	110
(C:E, pp. 40 & 96); Infantry ; Mesh Armour; Shuriken Catapult; Plasma Grenades; Ancient Doom; Battle Focus; Fleet												
Heavy Weapon Platform	1	Grp: - To: 5 Wo: 1 Save: 3+										[20]
Starcannon												
Troops: Guardian Defenders (10⚡, 110 pts)												
Guardian Defenders	10	⚡	4	4	3	3	1	5	1	8	5+	110
(C:E, pp. 40 & 96); Infantry ; Mesh Armour; Shuriken Catapult; Plasma Grenades; Ancient Doom; Battle Focus; Fleet												
Heavy Weapon Platform	1	Grp: - To: 5 Wo: 1 Save: 3+										[20]
Starcannon												
Elite: Fire Dragons (7⚡, 302 pts)												
Fire Dragons	5	☠	4	4	3	3	1	5	1	9	3+	302
(C:E, pp. 34 & 98); Infantry ; 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]
Character ; 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); Vehicle (Tank, Fast, Skimmer, Transport); 12 model capacity; TL Scatter Lasers; TL Shuriken Catapults; Serpent Shield; Holo-Fields; Jink												
Elite: Wraithguard (6⚡, 345 pts)												
Wraithguard	5	☠	4	4	5	6	1	4	1	10	3+	345
(C:E, pp.49 & 99); Infantry ; D-Scythe; Ancient Doom; Bulky; Fearless												
Wave Serpent	1	Grp: - BS: 4 FA: 12 SA: 12 RA: 10 HP: 3										[135]
(C:E, pp. 45 & 97); Vehicle (Tank, Fast, Skimmer, Transport); 12 model capacity; TL Bright Lances; TL Shuriken Catapults; Serpent Shield; Holo-Fields; Jink												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Heavy Support: Dark Reapers (6\times, 220 pts)												
Dark Reapers	5		4	4	3	3	1	5	1	9	3+	220
(C:E, pp. 36 & 102); Infantry ; Heavy Aspect Armour; Reaper Launcher (Starswarm); Reaper Rangefinder; Ancient Doom; Slow and Purposeful												
Dark Reaper Exarch	1		5	5	3	3	1	6	2	9	3+	[70]
Character : Tempest Launcher; Fast Shot												
Heavy Support: Fire Prism (1\times, 125 pts)												
Fire Prism	1		Grp: BS: 4 FA: 12 SA: 12 RA: 10 HP: 3									125
(C:E, pp. 44 & 102); Vehicle (Fast, Skimmer, Tank); Prism Cannon; TL Shuriken Catapults; Jink												
: Warlock Council (2\times, 80 pts)												
Warlock Council	1	Grp:										80
(C:E, 29 & 95)												
Warlock	1	-	4	4	3	3	1	5	1/2	8	-1/4(i)	[40]
Infantry ; Rune Armour; Shuriken Pistol; Singing Spear; Ancient Doom; Battle Focus; Fleet; Psyker (Mastery Level 1)												
Warlock	1	-	4	4	3	3	1	5	1/2	8	-1/4(i)	[40]
Infantry ; Rune Armour; Shuriken Pistol; Singing Spear; Ancient Doom; Battle Focus; Fleet; Psyker (Mastery Level 1)												
Total Cost:											1997	

Option Footnotes	
Exarch Powers	
Disarming Strike	See C:E, pg. 30.
Fast Shot	See C:E, pg. 30.
Warlord Traits	
Warlord	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).
Fearless	Fearless (see WH40k, pg. 35).
Fleet	Fleet (see WH40k, pg. 35).
Independent Character	Independent Character (see WH40k, pg. 39).
Jink	Jink (see WH40k, pg. 38).
Psyker (Mastery Level 1)	Psyker (see WH40k, pg. 41).
Psyker (Mastery Level 3)	Psyker (see WH40k, pg. 41).
Slow and Purposeful	Slow and Purposeful (see WH40k, pg. 42).
The Path of Strategy	See C:E, pg. 27.
Unit Type	
Character	Character (see WH40k, pg. 63).
Infantry	Infantry (see WH40k, pg. 44).
Infantry (Character)	Infantry (Character) (see WH40k, pgs. 44, 63)
Vehicle (Fast, Skimmer, Tank)	Vehicle (Skimmer, Tank, Fast) (see WH40k, pgs. 83, 85-86).
Vehicle (Tank, Fast, Skimmer, Transport)	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.
Mesh Armour	See C:E, pg. 65.
Reaper Rangefinder	See C:E, pg. 66.
Runes of Warding	See C:E, pg. 28.
Runes of Witnessing	See C:E, pg. 28.
The Spirit Stone of Anath'lan	See C:E, pg. 69.
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).
Fusion Gun	12"R; S8; AP1; Assault 1; Melta (C:E, pg. 62).
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).
Reaper Launcher (Starswarm)	48"R; S5; AP3; Heavy 2 (C:E, pg. 63).
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).
Tempest Launcher	36"R; S4; AP3; Heavy 2, Barrage, Blast (C:E, pg. 64).

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: 1.44 For Bug Reports/www.ab40k.org; b-1. Roster Options: Second Primary Detachment, 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: 18.3
 % Elite: 32.4
 % Troops: 28
 % Fast: 0
 % Heavy: 17.3
 % Fortification: 0
 % Wargear: 0.8
 Model Count: 67
 Files version: 1.44
 % Knight: 0

Group	Min	Max	Used
	2	4	3
	0	6	2
	4	12	4
	0	6	0
	0	6	2
	0	1	0