







## 1500 Pts - Eldar - Saim Hann

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>HQ: Farseer (6<math>\frac{1}{2}</math>, 461 Pts)</b>												
Warlock Unit	1	Grp: 										283
Warlock	1	-	4/5	4	3	3/4	1	4/5	1/2	8	3+/4(i)	[55]
(p.27-28 & p.60 Eldar); <b>Unit Type:</b> Jetbike Infantry; Psyker; <b>Destructor</b> ; Turbo-boosters; Rune Armour (RAmr); Eldar Jetbike (EJB); Shuriken Pistol (Sp); Witchblade (WB); TL Shuriken Catapult (TL-Scat) (x1)												
Warlock	1	-	4/5	4	3	3/4	1	4/5	1/2	8	3+/4(i)	[55]
(p.27-28 & p.60 Eldar); <b>Unit Type:</b> Jetbike Infantry; Psyker; <b>Destructor</b> ; Turbo-boosters; Rune Armour (RAmr); Eldar Jetbike (EJB); Shuriken Pistol (Sp); Witchblade (WB); TL Shuriken Catapult (TL-Scat) (x1)												
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(p.27-28 & p.60 Eldar); <b>Unit Type:</b> Jetbike Infantry; Psyker; <b>Destructor</b> ; Turbo-boosters; Rune Armour (RAmr); Eldar Jetbike (EJB); Shuriken Pistol (Sp); Witchblade (WB); TL Shuriken Catapult (TL-Scat) (x1)												
Warlock	1	-	4/5	4	3	3/4	1	4/5	1	8	3+/4(i)	[63]
(p.27-28 & p.60 Eldar); <b>Unit Type:</b> Jetbike Infantry; Psyker; <b>Enhance</b> ; Turbo-boosters; Rune Armour (RAmr); Eldar Jetbike (EJB); Shuriken Pistol (Sp); Singing Spear (SSpr); TL Shuriken Catapult (TL-Scat) (x1)												
Farseer	1		5/6	5	3	3/4	3	5/6	1	10	3+/4(i)	178
(p.26,28 & p.60 Eldar); <b>Unit Type:</b> Jetbike Infantry; Psyker; <b>Doom</b> ; <b>Fortune</b> ; Turbo-boosters; Ghost Helm (GH); Rune Armour (RAmr); Runes of Warding (RoFWard); Spirit Stones (P:SpStn); Eldar Jetbike (EJB); Shuriken Pistol (Sp); Singing Spear (SSpr); TL Shuriken Catapult (TL-Scat) (x1)												
<b>Troops: Dire Avengers (11<math>\frac{1}{2}</math>, 297 Pts)</b>												
Dire Avengers	9		4	4	3	3	1	5	1	9	4+	297
(p.30 & p.64 Eldar); Fleet; Avenger S-Catapult (ASC)												
Dire Avenger Exarch	1	-	5	5	3	3	1	6	2	9	3+	[44]
Fleet; <b>Bladestorm</b> (BS); 2 Avenger SC												
Wave Serpent	1	Grp: - BS: 3 FA: 12 SA: 12 RA: 10										[145]
(p.45 & p.63 Eldar), Skimmer; Tank; Fast; Energy Field (Wave Serpent); Spirit Stone (V:SpStn); Shuriken Cannon (SCan); TL Starcannon (TL-StrCan)												
<b>Troops: Dire Avengers (11<math>\frac{1}{2}</math>, 297 Pts)</b>												
Dire Avengers	9		4	4	3	3	1	5	1	9	4+	297
(p.30 & p.64 Eldar); Fleet; Avenger S-Catapult (ASC)												
Dire Avenger Exarch	1	-	5	5	3	3	1	6	2	9	3+	[44]
Fleet; <b>Bladestorm</b> (BS); 2 Avenger SC												
Wave Serpent	1	Grp: - BS: 3 FA: 12 SA: 12 RA: 10										[145]
(p.45 & p.63 Eldar), Skimmer; Tank; Fast; Energy Field (Wave Serpent); Spirit Stone (V:SpStn); Shuriken Cannon (SCan); TL Starcannon (TL-StrCan)												
<b>Elite: Howling Banshees (9<math>\frac{1}{2}</math>, 305 Pts)</b>												
Howling Banshees	7		4	4	3	3	1	5/10	1/2	9	4+	305
(p.31 & p.63 Eldar); Fleet; Banshee Mask (BM); Power Weapon; Shuriken Pistol (Sp)												
Howling Banshee Exarch	1	-	5	5	3	3	1	6/10	2/4	9	3+	[48]
Fleet; <b>War Shout</b> (WS); <b>Acrobatic</b> ; Banshee Mask (BM); Mirrorswords (Ms)												
<i>EP War Shout</i>	1	1st round of Assault phase the enemy unit must pass a morale test or be reduced to WS1. (p.31 Eldar)										[0]
Wave Serpent	1	Grp: - BS: 3 FA: 12 SA: 12 RA: 10										[145]
(p.45 & p.63 Eldar), Skimmer; Tank; Fast; Energy Field (Wave Serpent); Spirit Stone (V:SpStn); Shuriken Cannon (SCan); TL Starcannon (TL-StrCan)												
<b>Fast Attack: Vyper Squadron (2<math>\frac{1}{2}</math>, 140 Pts)</b>												
Vyper Squadron	1	Grp: 										140
(p.41 & p.65 Eldar), Fast; Skimmer; Open-topped												
Vyper	1	Grp: - BS: 3 FA: 10 SA: 10 RA: 10										[70]
Scatter Laser (SctL); Shuriken Cannon (SCan)												
Vyper	1	Grp: - BS: 3 FA: 10 SA: 10 RA: 10										[70]
Scatter Laser (SctL); Shuriken Cannon (SCan)												
<b>Total Cost:</b>											<b>1500</b>	

Option Footnotes	
Psychic Powers	
<b>Destructor</b>	Used in the shooting phase instead of firing a weapon. Flamer; S5; AP4; Assault 1;
<b>Doom</b>	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)
<b>Enhance</b>	All models in the Warlock's squad, including the Warlock himself, add +1 to their Weapon Skill and Initiative. The effects of Enhance are not cumulative. (p.28 Eldar)
<b>Fortune</b>	One unit within 6" may re-roll saves it makes until the next Eldar Turn. (p.28 Eldar)
Skills	
<b>Bladestorm</b> (BS)	Squad adds 1 to the number of shots in a turn. The following shooting phase they cannot shoot. (p.30 Eldar)
<b>War Shout</b> (WS)	1st round of Assault phase the enemy unit must pass a morale test or be reduced to WS1. (p.31 Eldar)
<b>Acrobatic</b>	If assaulted must move into combat if unengaged, conditions apply (p74 WH40K 5E)
<b>Fleet</b>	May assault in the same turn as running, conditions apply (p75 WH40K 5E)
<b>Psyker</b>	1.) Psykers affect wraith sight up to 6", and upgraded Spiritseers allow 12" 2.) Farseer Psychic Tests: Roll 2D6 under Leadership stat. Warlocks and Shadowseers do not roll psychic tests. 3.) Dangers of the Warp: On a Psychic Test roll of 2 or 12, Psyker is attacked. 1 Automatic hit @ S6; No Saves of any sort. on a roll of 2 the power still works, even if killed.
<b>Turbo-boosters</b>	Bikes/jetbikes may move up to 24", cover save of 3+, conditions apply (p76 WH40K 5E)
<b>Unit Type: Jetbike</b>	Unit Type: Jetbikes (p.54 WH40k) 1.) Move up to 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 through 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.)
Vehicle Upgrades	
<b>Energy Field (Wave Serpent)</b>	Wave Serpent protects the Front and Side Arcs. Weapons > S: 8 are no more than S: 8. Hits will never get more than +1D6 for AP. Doesn't affect CC attacks or the rear. (p.45 Eldar)
<b>Spirit Stone (V:SpStn)</b>	If crew is "stunned" it turns to "Crew Shaken". (p.44 Eldar)
Wargear	
<b>Banshee Mask (BM)</b>	Confers an Initiative of 10, and negates bonuses from cover and grenades. (p.31 Eldar)
<b>Eldar Jetbike (EJB)</b>	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)
<b>Ghost Helm (GH)</b>	Wearer may ignore perils of the warp on a 3+.(p.26 Eldar)
<b>Rune Armour (RAmr)</b>	4+ Invulnerable Save
<b>Runes of Warding (RofWard)</b>	Enemy Psykers tests must be taken on 3D6 suffering Perils of the Warp attack on any roll of 12 or above. (p.26 Eldar)
<b>Spirit Stones (P:SpStn)</b>	Allows Psyker to use another power in the turn. You may not use the same one. (p.26 Eldar)
Weapons	
<b>2 Avenger SC</b>	18" Range; S4; AP5; Assault 4 (Two ASC's)
<b>Avenger S-Catapult (ASC)</b>	18" Range; S4; AP5; Assault 2
<b>Mirrorwords (Ms)</b>	Grants a +2 A and Ignores Armor Saves. (pg31 Eldar)
<b>Power Weapon</b>	Ignores armour saves in close combat (p42 WH40K 5E)
<b>Scatter Laser (SctL)</b>	36" Range; S6; AP6; Heavy 4
<b>Shuriken Cannon (SCan)</b>	24" Range; S6; AP5; Assault 3
<b>Shuriken Pistol (Sp)</b>	12" Range; S4; AP5; Pistol
<b>Singing Spear (SSpr)</b>	12" Range; Sx; AP6; Assault 1; Wounds on 2+; S9 vs Vehicles; Twohanded. (p.27 Eldar)
<b>TL Shuriken Catapult (TL-Scat)</b>	12" Range; S4; AP5; Assault 2, Twin Linked
<b>TL Starcannon (TL-)</b>	36" Range; S6; AP2; Heavy 2, Twin Linked
<b>Witchblade (WB)</b>	Wounds on 2+; Against Vehicles STR*3+D6 AP. (p.46 WH40K )

## Validation Report

*b-1. Core/Expansion Lists: Core Lists; Codex: Eldar Codex 2006; d-1. File Version: 1.01b For Bug Reports/www.ab40k.org; a-1.*

*Scenario: Normal Mission*


Roster satisfies all enforced validation rules

## Roster Statistics

% Elite: 20.3

% Fast: 9.3

% Heavy: 0.0  
 % HQ: 30.7  
 Model Count: 40  
 % Troops: 39.6  
 % Wargear: 0.0  
 Files version: 1.01

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