




## 1750 Pts - Eldar - Saim Hann Heavy

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost	
HQ: Eldrad Ulthran (12½, 547 Pts)													
Howling Banshees	9		4	4	3	3	1	5/10	1/2	9	4+	337	
	Fleet; Banshee Mask; Power Weapon; Shuriken Pistol; (pp.31 & 63 Eldar)												
Howling Banshee Exarch	1	-	5	5	3	3	1	6/10	2/4	9	3+	[48]	
	Fleet; <b>Acrobatic</b> ; <b>War Shout</b> ; Banshee Mask; Mirrorswords												
Wave Serpent	1	Grp: - BS: 3 FA: 12 SA: 12 RA: 10										[145]	
	Skimmer; Tank; Fast; Energy Field; Spirit Stones; Shuriken Cannon; TL Starcannons; (pp.45 & 63 Eldar)												
Eldrad Ulthran	1		5	5	3	4	3	5	1/2	10	-3(i)	210	
	Psyker; <b>Doom</b> ; <b>Eldritch Storm</b> ; <b>Fortune</b> ; <b>Guide</b> ; <b>Mind War</b> ; Divination; Independent Character; Ghosthelm; Rune Armour; Runes of Warding; Runes of Witnessing; Spirit Stones; Shuriken Pistol; Witchblade; Staff of Ulthamar; (pp.50-51 & 61 Eldar)												


### HQ: Avatar (1 $\frac{1}{2}$ , 155 Pts)

Avatar	1		10	5	6	6	4	6	4	10	3+4(i)	155
<b>Unit Type:</b> Monstrous Creature; Fearless; Daemon; Inspiring; Molten Body; Wailing Doom; (pp.24 & 61 Eldar)												

### Troops: Dire Avengers (11 $\frac{1}{2}$ , 312 Pts)

Dire Avengers	9		4	4	3	3	1	5	1	9	4+	312	
Fleet; Avenger S-Catapult; (pp.30 & 64 Eldar)													
Dire Avenger Exarch	1	-	5	5	3	3	1	6	2	9	3+	[59]	
Fleet; <b>Bladestorm</b> ; <b>Defend</b> ; 2 Avenger SC													
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### Heavy Support: Wraithlord (1 $\frac{1}{2}$ , 140 Pts)

Wraithlord	1		4	4	10	8	3	4	2	10	3+	140
<b>Unit Type:</b> Monstrous Creature; Fearless; Wraithsight; Flamer (x2); Wraithsword; Bright Lance; (pp.47 & 66 Eldar)												

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**Total Cost: 1746**

### Option Footnotes

Psychic Powers	
<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>Eldritch Storm</b>	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)
<b>Fortune</b>	One unit within 6" may re-roll saves it makes until the next Eldar Turn. (p.28 Eldar)
<b>Guide</b>	One unit within 6" may re-roll shooting "to hit" rolls until the next Eldar Turn (can re-roll scatter dice). (p.28 Eldar)
<b>Mind War</b>	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)
Skills	
<b>Acrobatic</b>	If assaulted, unit gains +1A after passing a Ld test, conditions apply (p74 WH40K 5E)
<b>Bladestorm</b>	Squad adds 1 to the number of shots in a turn. The following shooting phase they cannot shoot. (p.30 Eldar)
<b>Defend</b>	Enemy Unit loses 1A in ea. assault phase. (min A1) (p.30 Eldar)

<b>War Shout</b>	1st round of Assault phase the enemy unit must pass a morale test or be reduced to WS1. (p.31 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)
Independent Character	(p.50 WH40k)
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.
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)
<b>Unit Type</b>	
<b>Unit Type:</b> 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
<b>Vehicle Upgrades</b>	
Energy Field	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)
Spirit Stones	If crew is "stunned" it turns to "Crew Shaken". (p.44 Eldar)
<b>Wargear</b>	
Banshee Mask	Confers an Initiative of 10, and negates bonuses from cover and grenades. (p.31 Eldar)
Ghosthelm	Wearer may ignore perils of the warp on a 3+.(p.26 Eldar)
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)
<b>Weapons</b>	
2 Avenger SC	18" Range; S4; AP5; Assault 4 (Two ASC's)
Avenger S-Catapult	18" Range; S4; AP5; Assault 2
Bright Lance	36" Range; S8; AP2; Heavy 1, Lance
Flamer	Template; S4; AP5; Assault 1
Mirrorswords	Grants a +2 A and Ignores Armor Saves. (p.31 Eldar)
Power Weapon	Ignores armour saves in close combat (p42 WH40K 5E)
Shuriken Cannon	24" Range; S6; AP5; Assault 3
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 Starcannons	36" Range; S6; AP2; Heavy 2, Twin Linked
Wailing Doom	12" Range; S8; AP1; Assault 1, Melta
Witchblade	Wounds on 2+; Against Vehicles S9+D6 AP. (p.42 WH40K )
Wraithsword	Allows to Re-roll of failed rolls to hit in Close Combat.





## Validation Report

b-1. Source Material: Codex Source; Codex: Eldar Codex 2006; d-1. File Version: 1.03b For Bug Reports/www.ab40k.org; c-1. Roster Options: Special Characters; a-1. Scenario: Normal Mission

Roster satisfies all enforced validation rules

## Roster Statistics

% Elite: 19.3  
 % Fast: 0.0  
 % Heavy: 24.1  
 % HQ: 20.9  
 Model Count: 38  
 % Troops: 35.7  
 % Wargear: 0.0  
 Files version: 1.03

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