

TeamHappyTonyGrippando (7/11/15 6:27:13 PM) (1848pts)

Eldar Craftworlds: Codex (2015) (Craftworld Warhost) (1848pts)

Core (638pts)

Windrider Host (638pts)

Tempest of Blades

Skyrunner Farseer (160pts)

Ghosthelm, Runes of the Farseer, Shard of Anaris (Remnant of Glory) (40pts), Singing spear (5pts)

Ancient Doom, Battle Focus, Ghosthelm, Independent Character, Psychic Disciplines: Daemonology (Santic), Divination, Runes of Fate, Telepathy, Psyker (Mastery Level 3), Rune Armour, Runes of the Farseer, Vault's Work

Skyrunner (15pts)

Twin-linked shuriken catapult

Eldar Jetbike

Skyrunner Warlock Conclave (50pts)

Brotherhood of Psykers, Communion of Minds

Skyrunner Warlock (50pts)

Shuriken Pistol, Witchblade

Ancient Doom, Bladestorm, Psychic Discipline: Daemonology (Santic), Runes of Battle, Rune Armour

Skyrunner

Twin-linked shuriken catapult

Eldar Jetbike

Vyper Squadron (50pts)

Vyper (50pts)

Shuriken cannon, Shuriken cannon (10pts)

Windriders (162pts)

6x Windrider with Scatter laser (162pts)

Ancient Doom, Battle Focus, Eldar Jetbike

Windriders (135pts)

5x Windrider with Scatter laser (135pts)

Ancient Doom, Battle Focus, Eldar Jetbike

Windriders (81pts)

3x Windrider with Scatter laser (81pts)

Ancient Doom, Battle Focus, Eldar Jetbike

Auxiliary (1210pts)

Wraith Constructs (310pts)

Wraithknight (310pts)

Scatter laser (15pts), Two Heavy Wraithcannons

Ancient Doom, Fear, Fearless, Feel No Pain, Hammer of Wrath, Move Through Cover, Relentless, Smash, Strikedown, Sword of Vault

Wraith Constructs (310pts)

Wraithknight (310pts)

Scatter laser (15pts), Two Heavy Wraithcannons

Ancient Doom, Fear, Fearless, Feel No Pain, Hammer of Wrath, Move Through Cover, Relentless, Smash, Strikedown, Sword of Vault

Wraith Constructs (295pts)

Wraithknight (295pts)

Ghostglaive and Scattershield

Ancient Doom, Fear, Fearless, Feel No Pain, Hammer of Wrath, Move Through Cover, Relentless, Scattershield, Smash, Strikedown, Sword of Vault

Wraith Constructs (295pts)

Wraithknight (295pts)

Ghostglaive and Scattershield

Ancient Doom, Fear, Fearless, Feel No Pain, Hammer of Wrath, Move Through Cover, Relentless, Scattershield, Smash, Strikedown, Sword of Vault

Profile Summary

Unit

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save	Ref
Skylrunner Farseer	Eldar Jetbike (Character)	5	5	3	4	3	5	1	10	3+/4++	Codex: Craftworld Eldar (2015)
Windrider Guardian	Eldar Jetbike	4	4	3	4	1	5	1	8	3+	Codex: Craftworld Eldar (2015)
Wraithknight	Jump Gargantuan Creature	4	4	10	8	6	5	4	10	3+	
Wraithknight (Ghostglaive and Scattershield)	Jump Gargantuan Creature	4	4	10	8	6	5	4	10	3+/5++	

Vehicle

Name	BS	Front	Side	Rear	HP	Type
Vyper	4	10	10	10	2	Fast, Open-topped, Skimmer

Weapon

Name	Range	Strength	AP	Type	Ref
Ghostglaive	Melee	+1	2	Melee, Master-crafted	Codex: Craftworld Eldar (2015)
Heavy Wraithcannon	36"	D	2	Assault 1	
Scatter Laser	36"	6	6	Heavy 4	Codex: Craftworld Eldar (2015)
Shard of Anaris	Melee	+2	-	Melee, Rending, Vault's Work	Codex: Eldar (2013) p69
Shuriken Cannon	24"	6	5	Assault 3, Bladestorm	Codex: Craftworld Eldar (2015)
Shuriken Pistol	12"	4	5	Pistol, Bladestorm	Codex: Craftworld Eldar (2015)
Singing Spear	12"	9	-	Assault 1, Fleshbane	
Singing Spear (Melee)	Melee	User	-	Melee, Armourbane, Fleshbane	
Twin-linked Shuriken Catapult	12"	4	5	Assault 2, Bladestorm, Twin-linked	Codex: Craftworld Eldar (2015)
Witchblade	Melee	User	-	Melee, Armourbane, Fleshbane	Warhammer 40K Rulebook p61

Roster Rules

Matchless Agility (Craftworld Warhost): If a unit composed entirely of models from this Detachment Runs, do not roll a D6 to determine its Run distance. Instead, it automatically counts as having rolled a 6 (this will normally mean the unit can Run up to 6").

Selection Rules

Ancient Doom: A model with this special rule has the Hatred special rule against Deamons of Slaanesh or models with the Mark of Slaanesh. Furthermore, when making Fear test, a unit containing at least one model with this special rule suffers a -1 penalty to its Leadership if it is engaged in combat with a unit that contains at least one model with the Mark of Slaanesh or the Daemon of Slaanesh special rule. (Codex: Eldar (2013) p25)

Battle Focus: A unit that contains only models with the Battle Focus special rule can either shoot and then Run, or Run and then shoot in the same Shooting phase. The unit must complete both actions before you move onto the next unit - otherwise the chance to make the second is forfeit.

A model can not Run if it fired a Heavy weapon during the same Shooting phase unless it has Relentless special rule. Similarly, a model that has Run cannot then fire a Heavy weapon in the same Shooting phase unless it has Relentless special rule. Models that cannot Run gain no benefit from the Battle Focus special rule. (Codex: Eldar (2013) p25)

Bladestorm: (Codex: Eldar (2013))

Brotherhood of Psykers

Communion of Minds: A unit containing 1-3 Warlocks or Warlock Skyrunners is Mastery Level 1; a unit containing 4-6 is Mastery Level 2; a unit containing 7 or more is Mastery Level 3. If a unit's Mastery level is reduced as the result of models being removed as casualties, select one psychic power known to the unit for each Mastery Level lost. That power is immediately lost, and cannot be used for the rest of the battle. This unit generates one Warp Charge point at the beginning of each Psychic phase for each Warlock or Warlock Skyrunner in the unit, regardless of its current Mastery Level.

Eldar Jetbike: In addition to following all the rules for Jetbikes, if an Eldar Jetbike elects to Turbo-boost in the Shooting phase, it can move up to 36". If they do not Turbo-boost, Eldar Jetbikes may move up to 2D6" in the Assault phase, even if they have shot in the preceding Shooting phase or arrived by Deep Strike that turn. When Eldar Jetbikes move in the Assault phase and do not charge, they treat difficult terrain in the same way as they do in the Movement phase.

Fear: (Warhammer 40K Rulebook)

Fearless: Units containing one or more models with the Fearless special rule automatically pass Pinning, Fear, Regroup tests and Morale checks, but cannot Go to Ground and cannot choose to fail a Morale check due to the Our Weapons Are Useless rule. If a unit has Gone to Ground and then gains the Fearless special rule, all the effects of Go to Ground are immediately cancelled. (Warhammer 40K Rulebook)

Feel No Pain: (Warhammer 40K Rulebook)

Ghosthelm: If a model with a ghosthelm suffers an unsaved Wound from Perils of the Warp, he can prevent it by immediately expending a Warp Charge point (if he has one).

Hammer of Wrath: (Warhammer 40K Rulebook)

Independent Character: (Warhammer 40K Rulebook)

Move Through Cover: (Warhammer 40K Rulebook)

Psychic Discipline: Daemonology (Santic), Runes of Battle: (Codex: Craftworld Eldar (2015))

Psychic Disciplines: Daemonology (Santic), Divination, Runes of Fate, Telepathy

Psyker (Mastery Level 3)

Relentless: Relentless models can shoot with Heavy, Salvo or Ordnance weapons, counting as stationary, even if they moved in the previous Movement phase. They are also allowed to charge in the same turn they fire Heavy, Ordnance, Rapid Fire or Salvo weapons. (Warhammer 40K Rulebook)

Rune Armour: 4+ Invulnerable save

Runes of the Farseer: Once in each Psychic phase, a model with this special rule can re-roll any number of dice used in a single Deny the Witch test or Psychic test (potentially negating Perils of the Warp in the process).

Scattershield : 5+ invulnerable save (Codex: Craftworld Eldar (2015))

Smash: (Warhammer 40K Rulebook)

Strikedown: (Warhammer 40K Rulebook)

Sword of Vault: If this model is equipped with a ghostglaive, the ghostglaive's Strength is increased to D.

Tempest of Blades: Once per game, as long as the Farseer from this Formation has not been removed as a casualty, the Eldar player can declare a Tempest of Blades at the start of their Shooting phase. All shuriken weapons in this Formation gain the Shred special rule until the end of the phase.

Vault's Work: The bearer of this weapon has the Fearless special rule. In a challenge, Attacks made with this weapon have the Fleshbane and Instant Death special rules. (Codex: Craftworld Eldar (2015))