

**AELDARI**  
**Craftworld - Biel-Tan**

## RANGERS - Starwind Pathfinders

100 Pts

5



7"

3+

3+

3

3

1

1

5

6+

1

5+

 $5_{++}/4_{++}$ 

## Unit Aptitudes

## Path of the Outcast

Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of this unit, if this unit is not within Engagement Range of one or more enemy units, it can make a Normal move of up to D6" as if it were your Movement phase.

## Hunter Unseen

This model's unit can only be selected as the target of a ranged attack if the attacking model is within 12" and his Invulnerable save is only available against ranged attacks.

## Unit Special Rules

**Fleet / Infiltrate / Move Through Cover / Shrouded / Stealth**

## Psychic Domains

[illegible]