


















| AELDARI | | | | | | | | | | | | | | | | | | |
|--|---|---|--|---|---|---|---|---|---|---|---|---|---|---|---|---|---------|--|
| Craftworld - Biel-Tan | | | | | | | | | | MAUGAN RA - Maugan Ra, the Harvester of Souls | | | | | | | 190 Pts | |
| 1 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | | |
| | 7" | | | 2+ | 2+ | 4 | 3 | | | 5 | 5 | 7 | 6+ | 1 | 2+ | 4++/4++ | | |
| Unit Aptitudes | | | | | | | | | | | | | | | | | | |
| Whirlwind of Death | | | Maugan Ra can fire The Maugetar twice in each Shooting Phase, either at the same target or at two different targets. | | | | | | | | | | | | | | | |
| Harvester of Souls | | | At the end of your Shooting phase, if every attacks had target the same unit, roll one D6 for the target unit and one D6 for every other enemy unit within 3" of the target unit. On a 5+, the unit being rolled for suffers D3 mortal wounds. | | | | | | | | | | | | | | | |
| Face of Death | | | At the end of your Shooting phase, if every attacks had target the same unit, that enemy unit must take a Moral test, subtracting 1 from the result. | | | | | | | | | | | | | | | |
| Unit Special Rules | | | | | | | | | | | | | | | | | | |
| Independent Character / Fleet / Hatred (Chaos Daemons) / Eternal Warrior / Night Vision / Fearless | | | | | | | | | | | | | | | | | | |
| Weapons | | | | |  |  |  |  |  |  | Nb | | Pts | | | | | |
| The Maugetar - Shuriken Ammunition | | | | | 36" | 4 | 6 | -1 | 2 | Assault - Master-crafted - Rending - Bladestorm - Sustained Hits 1 | | 1 | | | | | | |
| The Maugetar - Shrieker Ammunition | | | | | 36" | 2 | 3 | -1 | 2 | Assault - Master-crafted - Rending - Poisonned (2+) - Pinning - Bio-cataclysm | | 1 | | | | | | |
| The Maugetar - Scythe Blade | | | | | Melee | User | +2 | -3 | 2 | Melee - Master-crafted | | 1 | | | | | | |
| Faction Aptitudes | | | | | | | | | | | | | | Unit type | | | | |
| Stands of Fate | | Battle Focus | | Ancient Doom | | Shepherds of the Dead | | Martial Grace | | Defend at All Costs | | Path of the Warrior | | Infantry | | | | |