AELDARI Craftworld - Biel-Tan						VYPERS - Starlight Seraphim Squadron									348 Pts		
1	Č					THE STATE OF THE S			<b>(3)</b>	<b>A</b>		X	144		0		
Full HP	14"	21"	encontramentation A	3+	3+	6		10	10	10	6	3	5	6+	2	3+	4++/4+
Mid HP	9"	13"		4+	4+	6		9	9	9	4	2	5	7+	1	3+	4++/4+
Low HP	5"	7"		5+	5+	6		8	8	8	2	1	5	8+		3+	4++/4+
							Uı	nit Aptitu	des								
arassment Fire			In your Sh have the B		ase, after thi Cover.	s model h	as shot, sele	ect one ene	my unit hit	by one or i	more of the	se attacks.	Until the e	nd of the p	hase, that e	enemy unit	cannot
xplosive Lethal De	mise		When this	s model is	destroyed, t	hrow one l	D6 for eacl	n units with	in 6". On a	4+, the uni	it suffers <b>D</b> 8	3 mortal wo	ounds.				
							Unit	t Special	Rules								
ast / Skimmer / Op	pen-topped	I															
							Psv	chic Don	nains								

Weapons	*	<b>P</b>			<b>(7)</b>	<b>©</b>	Pts
Bright lance	36"	1	12	-3	D6+2	Heavy - Lance	16
Aeldari missile launcher - Starshot	48"	1	10	-2	<b>D</b> 6	Heavy	28
Aeldari missile launcher - Sunburst	48"	1	4	-1	1	Heavy - Blast	18
Shuriken cannon	24"	3	6	-1	2	Heavy - Bladestorm - Sustained Hits 1	16
Twin shuriken catapult	18"	1	4	-1	1	Assault - Twin - Bladestorm	20
Vehicles close combat	Melee	User	User	0	1	Melee	0

Stands of Fate Battle Focus Ancient Doom Vehicle