
























AELDARI																	
Craftworld - Biel-Tan										VYPERS - Starlight Seraphim Squadron						348 Pts	
1																	
Full HP	14"	21"		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++
Unit Aptitudes																	
Harassment Fire			In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. Until the end of the phase, that enemy unit cannot have the Benefit of Cover.														
Explosive Lethal Demise			When this model is destroyed, throw one D6 for each units within 6". On a 4+, the unit suffers D3 mortal wounds.														
Unit Special Rules																	
Fast / Skimmer / Oppen-topped																	
Weapons														Nb	Pts		
Bright lance					36"	1	12	-3	D6+2	Heavy - Lance			1	16			
Aeldari missile launcher - Starshot					48"	1	10	-2	D6	Heavy			2	28			
Aeldari missile launcher - Sunburst					48"	1	4	-1	1	Heavy - Blast			2	18			
Shuriken cannon					24"	3	6	-1	2	Heavy - Bladestorm - Sustained Hits 1			2	16			
Twin shuriken catapult					18"	1	4	-1	1	Assault - Twin - Bladestorm			5	20			
Vehicles close combat					Melee	User	User	0	1	Melee			5				
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		Vehicle		