	AELDAF world - Bi	WAVESEPPENT - Starshimmer												122 Pts			
1	(		*	3	(4)	THE STATE OF THE S				卤		X	144		0		
Full HP	14"	21"		3+	4+	6		12	12	10	13	3	5	6+	2	3+	5++/5++
Mid HP	9"	13"		4+	5+	6		11	11	9	9	2	5	7+	1	3+	5++/5++
Low HP	5"	7"		5+	6+	6		10	10	8	4	1	5	8+		3+	5++/5++
							U	nit Aptitu	des								
Wave Serpent Shiel	d			battle, you take a Battl			unit that is	s within 12"	of and visib	le to this n	nodel and r	oll one D6	: on a 2+, th	nat enemy u	ınit suffers	D3 morta	l wounds
Explosive Lethal De	emise		When this	s model is o	destroyed, t	hrow one	<b>D</b> 6 for eacl	h units with	in 6". On a	4+, the uni	it suffers <b>D</b> &	3 mortal wo	ounds.				
Fransport Capacity	(12)		This mod	el has a trai	nsport capa	city of X I	nfantry mo	dels. It canı	not carry me	odels with	the Bulky, '	Very Bulky	or Extreme	ely Bulky s	pecial rules	s.	
Firing <b>D</b> eck (0)			Each time	this Trans	port shoots	, select one	e weapon fi	rom up to Σ	K models er	nbarked w	ithin it; this	Transport	counts as b	eing equip	ped with th	ose weapo	ons as well.
	1 / T	,					Uni	t Special	Rules								
Fast / Skimmer / Ta	nk / Transp	oort					<b>.</b>	1	•								
							Psy	chic Don	nains								

Weapons	*	<b>\Phi</b>			<b>(7)</b>	<b>©</b>	Pts
Twin shuriken cannon	24"	3	6	-1	2	Heavy - Twin - Bladestorm - Sustained Hits 1	8
Twin shuriken catapult	18"	1	4	-1	1	Assault - Twin - Bladestorm	4
Vehicles close combat	Melee	User	User	0	1	Melee	0
	Facti	on Aptitudes					Unit type
Stands of Fate	Battle Focus	Ancient Doo	m				Vehicle