
























AELDARI							CRIMSON HUNTER - Sunburst Interceptor										178 Pts	
Craftworld - Biel-Tan																		
1																		
Full HP	20-30"	30-45"	18"	3+	4+	6		10	10	10	12	3	5	6+		3+	5++/4++	
Mid HP	13-20"	19-30"	12"	4+	5+	6		9	9	9	8	2	5	7+		3+	5++/4++	
Low HP	7-10"	10-15"	6"	5+	6+	6		8	8	8	4	1	5	8+		3+	5++/4++	
Unit Aptitudes																		
Skyhunter			Each time this model makes a ranged attack that targets a unit that can Fly, add 1 to the Hit roll and add 1 to the Wound roll.															
Strafing Assault			Each time this model makes a ranged attack, the target does not receive the benefits of cover against that attack.															
Explosive Fatal Demise			When this model is destroyed, throw one D6 for each units within 6". On a 4+, the unit suffers D6 mortal wounds.															
Unit Special Rules																		
Flyer / Vector Dancer / Precision Shots																		
Weapons																	Nb	Pts
Pulse laser					48"	3	9	-2	D6	Heavy							1	18
Starcannon					36"	2	8	-3	2	Heavy							2	30
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			