
























| 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   |   |   |