AELDARI

Craftworld - Biel-Tan

RANGERS - Starwind Pathfinders

100 Pts

5																
	7"		3+	3+	3	3				1	1	5	6+	1	5+	5++/4++

Unit Aptitudes

Path of the Outcast	Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of this unit, if this unit is not within Engagement Range of one or more enemy units, it can make a Normal move of up to D6" as if it were your Movement phase.
Hunter Unseen	This model's unit can only be selected as the target of a ranged attack if the attacking model is within 12" and his Invulnerable save is only available agains ranged attacks.

Unit Special Rules

Fleet / Infiltrate / Move Through Cover / Shrouded / Stealth

Weapons							Nb	Pts
Close combat weapon	Melee	User	User	0	1	Melee	5	
Ranger long rifle	36"	1	4	-1	2	Heavy - Sniper - Precision Shots	5	50
Shuriken pistol	12"	1	4	-1	1	Pistol - Assault - Bladestorm	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	Infantry