
























AELDARI				NIGHT SPINNER - Twilight Tempest													139 Pts	
Craftworld - Biel-Tan																		
1																		
Full HP	14"	21"		3+	4+	6		12	12	10	12	3	5	6+	2	3+	5++/5++	
Mid HP	9"	13"		4+	5+	6		11	11	9	8	2	5	7+	1	3+	5++/5++	
Low HP	5"	7"		5+	6+	6		10	10	8	4	1	5	8+		3+	5++/5++	
Unit Aptitudes																		
Monofilament Web			In your Shooting phase, after this model has shot, if one or more of those attacks made with its doomweaver scored a hit against an enemy unit, that enemy unit is pinned until the end of your opponent’s next turn. While a unit is pinned, subtract 2 from that unit’s Move characteristic and that unit cannot Advance.															
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 / Tank																		
Weapons																Nb	Pts	
Doomweaver - Dispersed					48"	3	7	0	D6	Heavy - Ignores Cover - Barrage - Large Blast - Indirect Fire - Twin - Devastating Wounds - Monofilament						1	14	
Doomweaver - Focused					Template	2	7	0	2	Heavy - Ignores Cover						1	11	
Twin shuriken catapult					18"	1	4	-1	1	Assault - Twin - Bladestorm						1	4	
Vehicles close combat					Melee	User	User	0	1	Melee						1		
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				