
























AELDARI				WAR WALKERS - Solarflare Squadron												288 Pts			
Craftworld - Biel-Tan																			
1																			
Full HP	10"	15"		3+	3+	6		10	10	10	6	3	5	6+	2	3+	4++/4++		
Mid HP	7"	10"		4+	4+	6		9	9	9	4	2	5	7+	1	3+	4++/4++		
Low HP	3"	4"		5+	5+	6		8	8	8	2	1	5	8+		3+	4++/4++		
Unit Aptitudes																			
Power Field			Each time a ranged attack targets this unit, subtract 1 from the Wound roll.																
Lethal Demise			When this model is destroyed, throw one D6 for each units within 6". On a 6, the unit suffers D3 mortal wounds.																
Unit Special Rules																			
Fleet / Scout / Walker / Oppen-topped																			
Weapons																		Nb	Pts
Bright lance					36"	1	12	-3	D6+2	Heavy - Lance							1	16	
Shuriken cannon					24"	3	6	-1	2	Heavy - Bladestorm - Sustained Hits 1							1	8	
Starcannon					36"	2	8	-3	2	Heavy							1	15	
Aeldari missile launcher - Starshot					48"	1	10	-2	D6	Heavy							3	42	
Aeldari missile launcher - Sunburst					48"	1	4	-1	1	Heavy - Blast							3	27	
Vehicles close combat					Melee	User	User	0	1	Melee							3		
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					