

AELDARI																	
Craftworld - Biel-Tan										FALCON - Moonfire Fury						175 Pts	
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																	
Fire Support			In your Shooting phase, after this model has shot, select one enemy unit it scored one or more hits against this phase. Until the end of the phase, each time a friendly model that disembarked from this Transport this turn makes an attack that targets that enemy unit, you can re-roll the Wound roll.														
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.														
Transport Capacity (6)			This model has a transport capacity of X Infantry models. It cannot carry models with the Bulky, Very Bulky or Extremely Bulky special rules.														
Firing Deck (0)			Each time this Transport shoots, select one weapon from up to X models embarked within it; this Transport counts as being equipped with those weapons as well.														
Unit Special Rules																	
Fast / Skimmer / Tank / Transport																	
Weapons																Nb	Pts
Aeldari missile launcher - Starshot				48"	1	10	-2	D6	Heavy						1		14
Aeldari missile launcher - Sunburst				48"	1	4	-1	1	Heavy - Blast						1		9
Pulse laser				48"	3	9	-2	D6	Heavy						1		18
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		