
























| AELDARI   |   | ILLIC NIGHTSPEAR - Illic Nightspear, the Ghost Warrior   |   |   |   |   |   |   |   |   |   |   |   |   |   | 151 Pts   |   |
|---|---|--|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Craftworld - Biel-Tan   |   |  |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 1   |  |   |  |    |    |      |      |    |  |  |  |  |  |    |  |  |  |
|   | 7"  |  |   | 2+  | 2+  | 3   | 3   |   |   |   | 3   | 4   | 6   | 6+  | 1   | 5+  | 5++/4++   |
| Unit Aptitudes  |   |  |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| Bringer of the True Death   |   | While this model is leading a unit, each time a model in that unit makes an attack, you can re-roll the Wound roll.  |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 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 against ranged attacks.   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| Master of Pathfinders   |   | If Illic Nightspear joins a unit of Rangers, all Rangers in that unit gain the Precision Shot special rule whilst he is part of that unit.   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| Voidshot  |   | When rolling To Wound for a weapon that has this special rule, a roll of 6 causes a Wound with the Instant Death special rule. When making an Armour Penetration roll for a weapon that has this special rule, a roll of 6 causes a penetrating hit, regardless of the vehicle's Armour Value. |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| Unit Special Rules  |   |  |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| Independent Character / Fleet / Infiltrate / Move Through Cover / Shrouded / Precision Shot / Stealth |   |  |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| Weapons   |   |  |   |  |  |  |  |  |   |   |   |   |   |  | Nb  | Pts   |   |
| Aeldari power sword   |   |  |   | Melee   | User  | +1  | -2  | 1   | Melee   |   |   |   |   |   | 1   | 11  |   |
| Shuriken pistol   |   |  |   | 12"   | 1   | 4   | -1  | 1   | Pistol - Assault - Bladestorm   |   |   |   |   |   | 1   |   |   |
| Voidbringer   |   |  |   | 48"   | 1   | 6   | -3  | 3   | Heavy - Master-crafted  |   |   |   |   |   | 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   |   | Infantry  |   |   |   |