		AELDAF vorld - Bi	WAVE SERPENT - Startest											129 Pts			
1	(		W		(1)				<b>6</b>			X	144		0		
Full HP	14"	21"	***************************************	3+	4+	6		12	12	10	13	3	5	6+	2	3+	5++/5++
Mid HP	9"	13"		4+	5+	6		11	11	9	9	2	5	7+	1	3+	5++/5++
Low HP	5"	7"		5+	6+	6		10	10	8	4	1	5	8+		3+	5++/5++
							$\mathbf{U}_{1}$	nit Aptitu	des								
Wave Serpent Shield	d				can select o le-shock test		unit that is	within 12"	of and visib	le to this n	nodel and r	oll one <b>D</b> 6	: on a 2+, th	hat enemy ı	ınit suffers	<b>D</b> 3 morta	l wounds
Explosive Lethal De	emise		When this	s model is	destroyed, t	hrow one	<b>D</b> 6 for eacl	n units with	in 6". On a	4+, the uni	t suffers <b>D</b> 8	3 mortal wo	ounds.				
Transport Capacity	(12)		This mode	el has a tra	nsport capa	city of <b>X</b> In	nfantry mo	dels. It cam	not carry me	odels with t	the Bulky,	Very Bulky	or Extrem	ely Bulky s	pecial rules	s.	
Firing Deck (0)			Each time	this Trans	port shoots	, select one	e weapon fi	om up to Σ	K models er	nbarked w	ithin it; this	Transport	counts as b	peing equip	ped with th	nose weapo	ons as well.
							Uni	t Special	Rules _								
Fast / Skimmer / Ta	nk / Transp	ort															
							Psy	chic Don	nains								

Weapons	*	<b>(</b>		O	<b>()</b>	<b>₫</b>	Pts
Twin shuriken catapult	18"	1	4	-1	1	Assault - Twin - Bladestorm	4
Twin starcannon	36"	2	8	-3	2	Heavy - Twin	15
Vehicles close combat	Melee	User	User	0	1	Melee	0
	Faction	Aptitudes					Unit type
Stands of Fate Ba	attle Focus	Ancient Doo	m				Vehicle