


















AELDARI																		
Craftworld - Biel-Tan							FIRE PRISM - Sunburst Fury								186 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																		
Crystal Matrix			Each time this model is selected to shoot, you can re-roll one Hit roll and you can re-roll one Wound roll when resolving those attacks.															
Linked Fire			You can measure range and determine visibility from another friendly Fire Prism model that is visible to the bearer.															
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
Prism cannon - Dispersed pulse					60"	2	6	-1	D3+3	Heavy - Large Blast						1	16	
Prism cannon - Focused lances					60"	2	12	-3	D6+3	Heavy - Blast						1	23	
Prism cannon - Penetrating lances					60"	2	18	-5	6	Heavy - Lance						1	23	
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				