

















AELDARI				WAVE SERPENT - Starshimmer											122 Pts		
Craftworld - Biel-Tan																	
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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++
Unit Aptitudes																	
Wave Serpent Shield			Once per battle, you can select one enemy unit that is within 12" of and visible to this model and roll one D6: on a 2+, that enemy unit suffers D3 mortal wounds and must take a Battle-shock test.														
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 (12)			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																	
Psychic Domains																	

