
























AELDARI																		
Craftworld - Biel-Tan										RANGERS - Whispering Sentinels							100 Pts	
5																		
	7"			3+	3+	3	3				1	1	5	6+	1	5+	5++/4++	
Unit Aptitudes																		
Path of the Outcast				Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of this unit, if this unit is not within Engagement Range of one or more enemy units, it can make a Normal move of up to D6" as if it were your Movement phase.														
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.														
Unit Special Rules																		
Fleet / Infiltrate / Move Through Cover / Shrouded / Stealth																		
Weapons																Nb	Pts	
Close combat weapon					Melee	User	User	0	1	Melee							5	
Ranger long rifle					36"	1	4	-1	2	Heavy - Sniper - Precision Shots							5	50
Shuriken pistol					12"	1	4	-1	1	Pistol - Assault - Bladestorm							5	
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				